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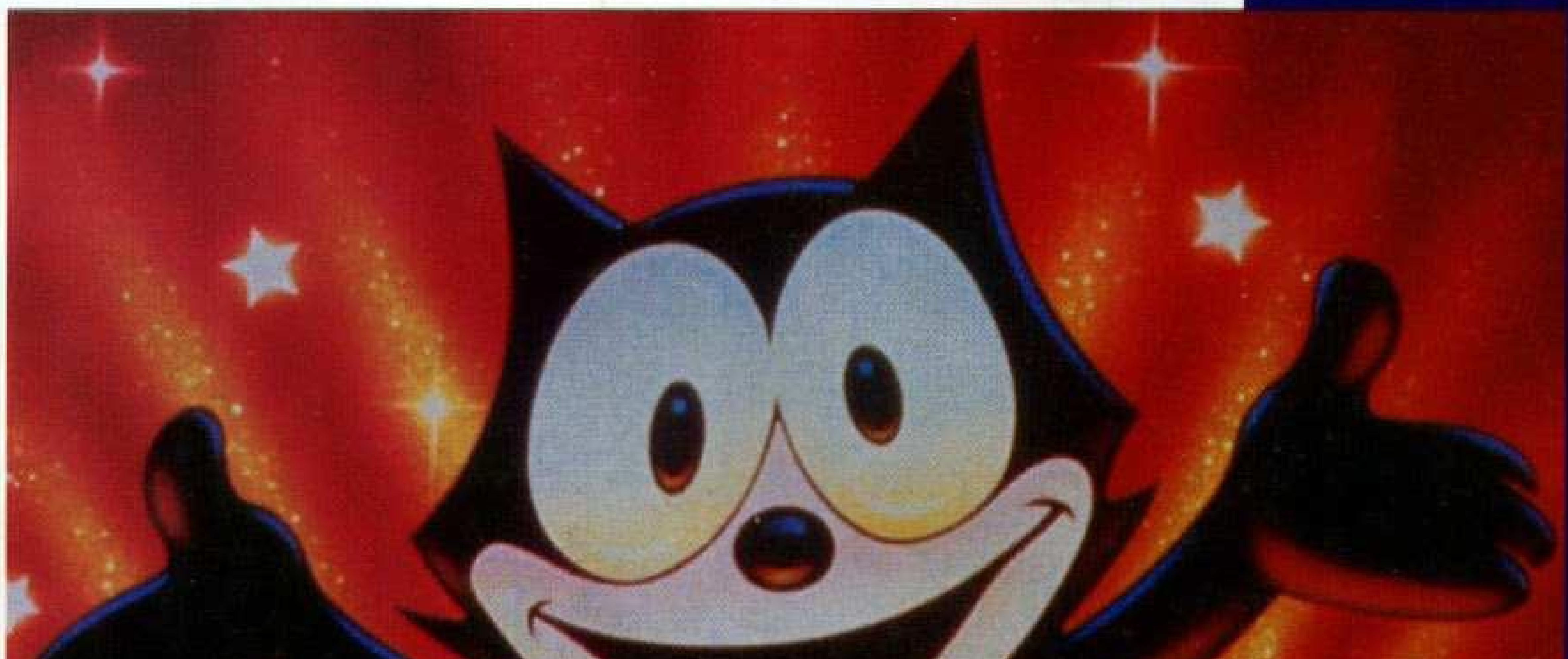
- MICKEY MOUSE
- GODS

NES

- RODLAND
- EMPIRE STRIKES BACK GUIDE
- ASTERIX

GAMEBOY

- BC KID
- STAR WARS



EXCLUSIVE!
FELIX THE CAT
THE SUPERSTAR ON NINTENDO

EXCLUSIVE PREVIEW!
SUPER STAR WARS
ON SUPER NES

ISSN 0965-4240
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SUPER NES
NES
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EXCLUSIVE! FELIX THE CAT
SUPER STAR WARS

FELIX THE CAT

Our cover star, Felix The Cat, follows his recent revival as he hits the NES in a rather spiffy platformer. Clutching a magic bag full of goodies, he's on a mission to rescue his kidnapped girlfried. Read on to find out how he fares...

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STAR WARS

We join the rebels in this special Star Wars-fest with reviews of Game Boy Star Wars, a preview of Super Star Wars on the Super NES, and a massive player's guide to NES Empire Strikes Back. Use the Force...

LUKE
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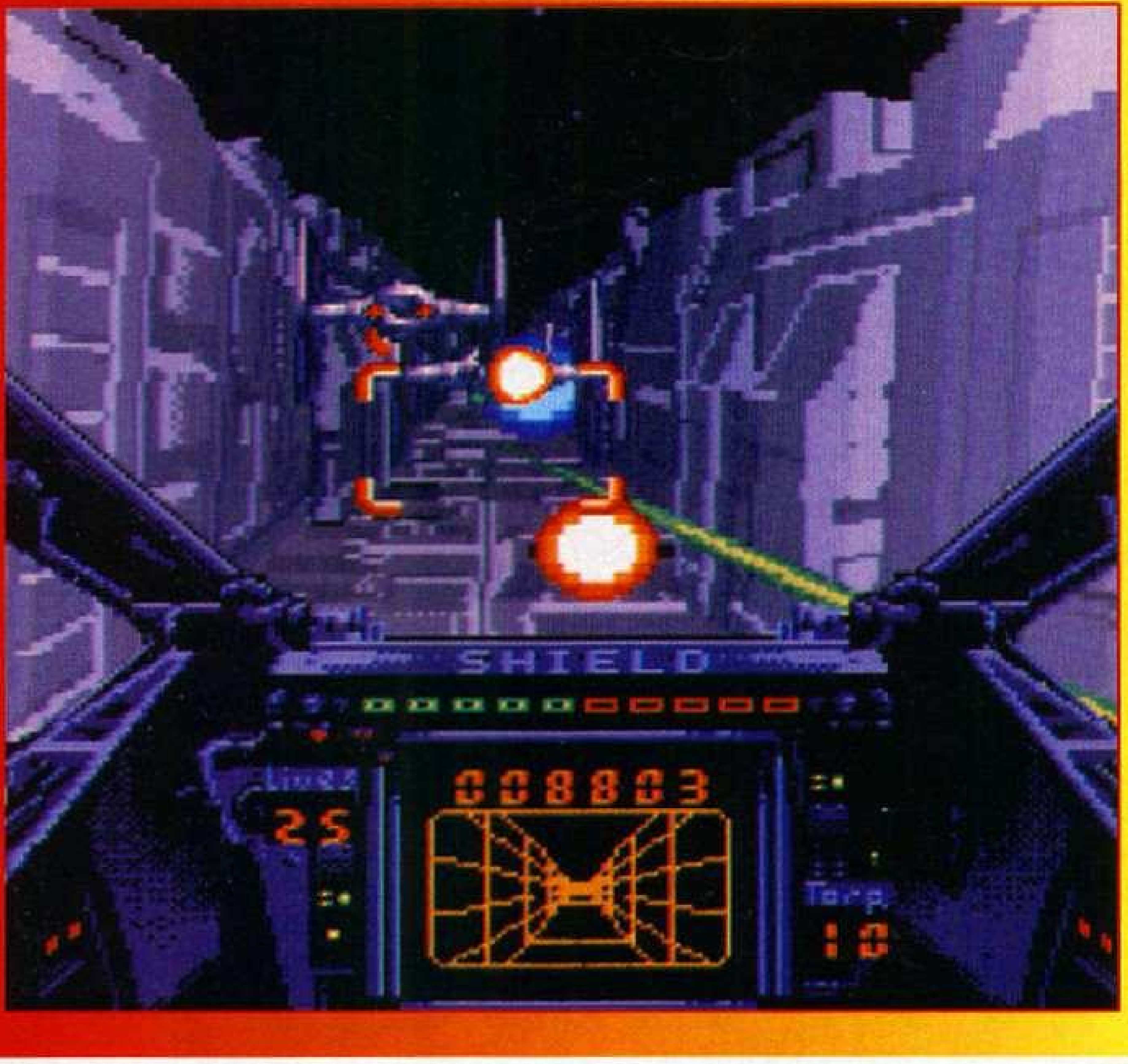

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The very hottest news from the world of Nintendo! Including Super Mario Pinball, Yoshi's Cookies, and Bubsy The Bobcat.

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Titter to yourselves as we answer your queries and abuse in a quiet unhurried manner, before retiring for an early night...

HIGH SCORES 32

You wanted 'em, and here they are. Ego corner as we invite you to submit your best scores for us and others to beat think you could beat the NMS crew? Here's where to find out.

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"When's so-and-so coming out?", "My mate said...". Just a few of the letters Jaz has to answer every month. If you have a question, drop him a line and this is where he replies.

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Leading off with THE guide to Super Mario Kart, we then take you by the hand through The Empire Strikes Back AND reveal hidden cheats in numerous other games.

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The page where we take a rough guess as to what could be in the next issue. Read on as once again we surprise ourselves!

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This month,Steve and Rad join forces to give you the ultimate guide to cartoon licences. From Bugs Bunny to Spider-Man, they're all here.

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Seen a game in a bargain bin and you're not sure whether it's any good? Here's the place to find out what we think of virtually every Super NES, NES and Game Boy title ever released.

WHODUNNIT

MANAGING EDITOR
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THANKS THIS MONTH TO: Bizarre Inc., House of Pain.
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SPECIAL GRAB AWARD: Gus.
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EDITOR

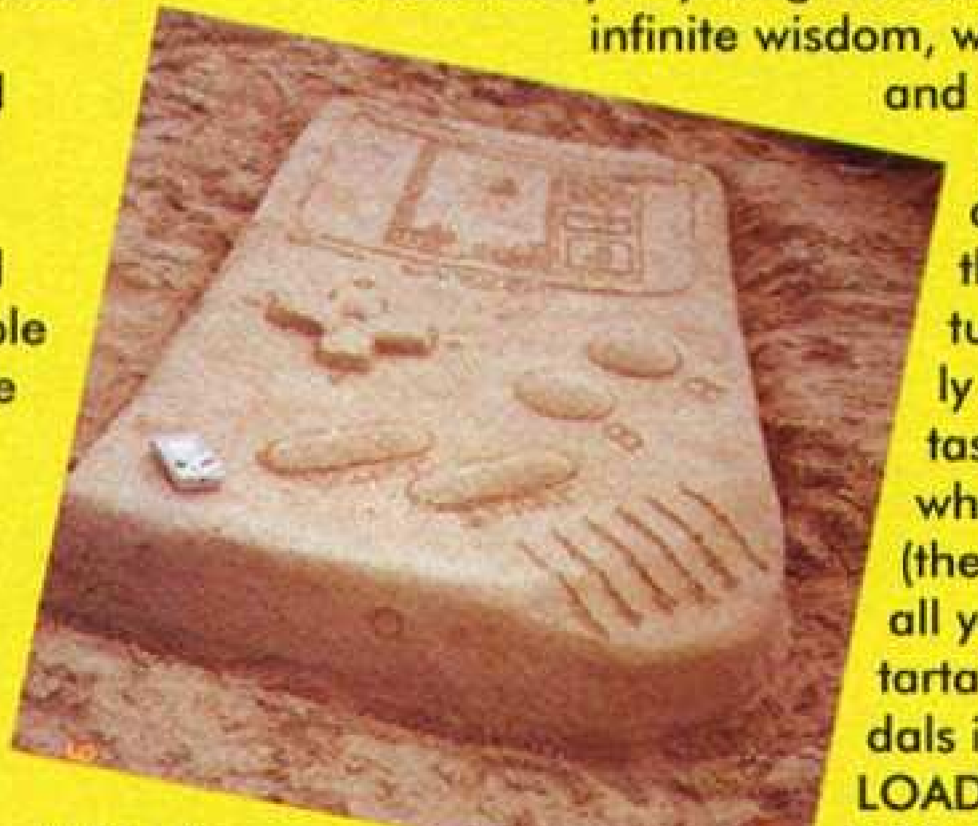
SO LONG BUT NOT SO LONG

If you've read the Editorial in this month's MEAN MACHINES, you'll probably get a feeling of deja vu when you read this. Still, here goes. NMS is getting a new editor and I'm becoming a fully-fledged managing editor. What does this corporate position-related malarkey mean? Well, basically we're getting in somebody new to run the magazine on a day-to-day level, leaving me to put my feet up, visit lots of software houses for long lunches, swan about being even more bossy than ever before and generally loaf a la grande fromage.

But that's not to say I'm disappearing from the magazine for good. Nosireebob, not at all! I'll still be here writing comments, doing reviews and putting together some very special news features - it's just that this area of the magazine will now be patrolled by one Tim Boone, who's becoming Ed of this esteemed organ. Readers of CVG will already know him - he's been editor of that magazine for the last year. So give him a good welcome next month, and I'll see you around!

JAZ RIGNALL

SON OF A BEACH



Just imagine: you're on holiday abroad somewhere; the sun is beating down; there's nothing to do all day but drink like a fish and lounge around - oh, and play in the sand. Bored with the usual castles and moats most people build, Martin Eyre and his mate Chris Curley decided to opt for something a little different. Thus, after much digging and patting of sand, Martin and Chris are proud to reveal their sand Game Boy - complete with Tetris! Quite what the locals thought of their over-sized handheld we don't know, but this conveniently paves the way for a rather neat competition. We want you to send in pictures of absolutely anything Nintendo-related to us and we, in our infinite wisdom, will print them. Whether it's a sad and ugly mate, a picture of your Game Boy in a weird place, or the most disgusting outfit you own, we want them. In fact, we want all your pictures, but special merit will definitely go to whoever owns the most tasteless wardrobe in the country - who knows, you may win a prize (then again, you may not...)! So send all your pics of ridiculous cardigans, tartan waistcoats and open-toed sandals into: HEY MARIE HELVIN, COP A LOAD OF THIS GLAM GEAR, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

HIGHSCORE FIENDS AHOY!

As the official Nintendo magazine, we only thought it right to incorporate an official Nintendo highscore table. Scores are already rolling in, but we want more. So if you have claims to fame in the large-scoring department, send in your scores on the form below to: CRIPES! I'VE SCORED MORE THAN STEVE MERRETT ON A SATURDAY NIGHT!, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Being the talented geezers they are, you'll probably see scores from the NMS team too - so get practicing and don't let them take all the glory.

NAME:
ADDRESS:

GAME NAME:
SCORE:
GAME NAME:
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IAL

NINTENDO PEOPLE SYSTEM

JULIAN "BLIND DATE" RIGNALL

Just think of all the Christmas presents you have ever had. A shiny Raleigh Chopper, a large Scalextrix, Action Men and all the trimmings, a box of dates... Yes, indeedy, as young Jaz unwrapped his many pressies, the happy memory of a spiffy Army Meccano set was spoiled as he pulled the paper from a long box. That's right, worried about young Jazza's regularity, someone had sent him a box of dates! I bet they never got a thank you note...

CURRENT FAVE GAMES: Super Mario Kart, Super Star Wars, Street Fighter II

STEVE "BOARD STIFF" MERRETT

After dropping numerous hints that he wanted an Atari 800 computer, the twelve-year-old Merrett was distraught to find a large drawing board stashed away in the cupboard under the stairs. "I had been harping on about the Atari for ages," he sniffed, "but having just taken my options, they decided this was more beneficial for my (then) chosen career as an architect." This may explain Steve's abysmal Street Fighter II technique, but at least he can design houses better than anyone else in the company...

CURRENT FAVE GAMES: Super Tennis, Super Mario Kart, Felix The Cat

ANDY "GREEN IS THE COLOUR" MCVITTIE

As a fervent Man City fan, our genial Prod Ed's most distressing Chrimbo pressie was a box of Manchester United hankies. "Still," he admits, "at least I got to blow my nose on my arch-rivals - but it still put a damper on my Christmas!" Rumour has it that both George Best and Denis Law are set to sue Andy following this revelation.

CURRENT FAVE GAMES: Ramparts, Super Pang, Super Mario Kart

RADION "WHAT'S COOKING?" AUTOMATIC

Last year saw poor Rad's worst Christmas presents. As an expectant Rad unwrapped a smallish package he was aghast to find a Souffle dish. "Not only that," adds Egon Rad-ney, "but I was also given a set of wooden spoons and stuff, which filled your hands with splinters every time they were used - they've never been touched since..."

CURRENT FAVE GAMES: Super Mario Kart, Super Star Wars, Micro Machines

ANGUS "FASHION VICTIM" SWAN

Apart from a set of Weebles which got boring once you had knocked them over once, Gus was once the proud recipient of a velour V-neck jumper. "As if that wasn't bad enough," continues our canny Caledonian, "it had horrid thin white and red stripes across it. It came from Aunt who worked at a dry cleaners, and I swear it was something somebody never bothered collecting from her shop."

CURRENT FAVE GAMES: Super Star Wars, Super Mario Kart, Sim City

PAUL "STERLING" DAVIES

Imagine the thrill when a young, 5-year-old Paul Davies unwrapped a Go Kart. Rushing said vehicle outside for a test drive, he had much thrills as he whizzed about. However, on going indoors for his Turkey and Chrissie Pud, Paul returned to find that someone obviously forgetting about the Christmas spirit had nicked it! What a rotten so-and-so, eh readers?

CURRENT FAVE GAMES: Micro Machines, Super Mario Kart, Street Fighter II

NINTENDO DESIGN SYSTEM

GARY "GRATEFUL" HARROD

Wearing the lovely mauve tank top and bottle-green cords his Auntie Glenda gave him, Gary says that he's "never had a nasty present, and it would be jolly rude to say if I had." And with that he went back to playing with his ultra hi-tech table tennis bat with an elasticated ball attached. Bless him...

CURRENT FAVE GAMES: Soul Blader, Virtual Racing coin-op

FRASER "CHARITY" GRAY

Fraser claims he's never had a bad Christmas present. So, Kids, if you receive a hateful set of hankies (with Man United on them or otherwise) or yet another pair or white towelling socks this year, just send them to Fraser - he'd love to hear from you...

CURRENT FAVE GAMES: Pilot Wings, UN Squadron

TOM "SHOE-PER DOOPER" COX

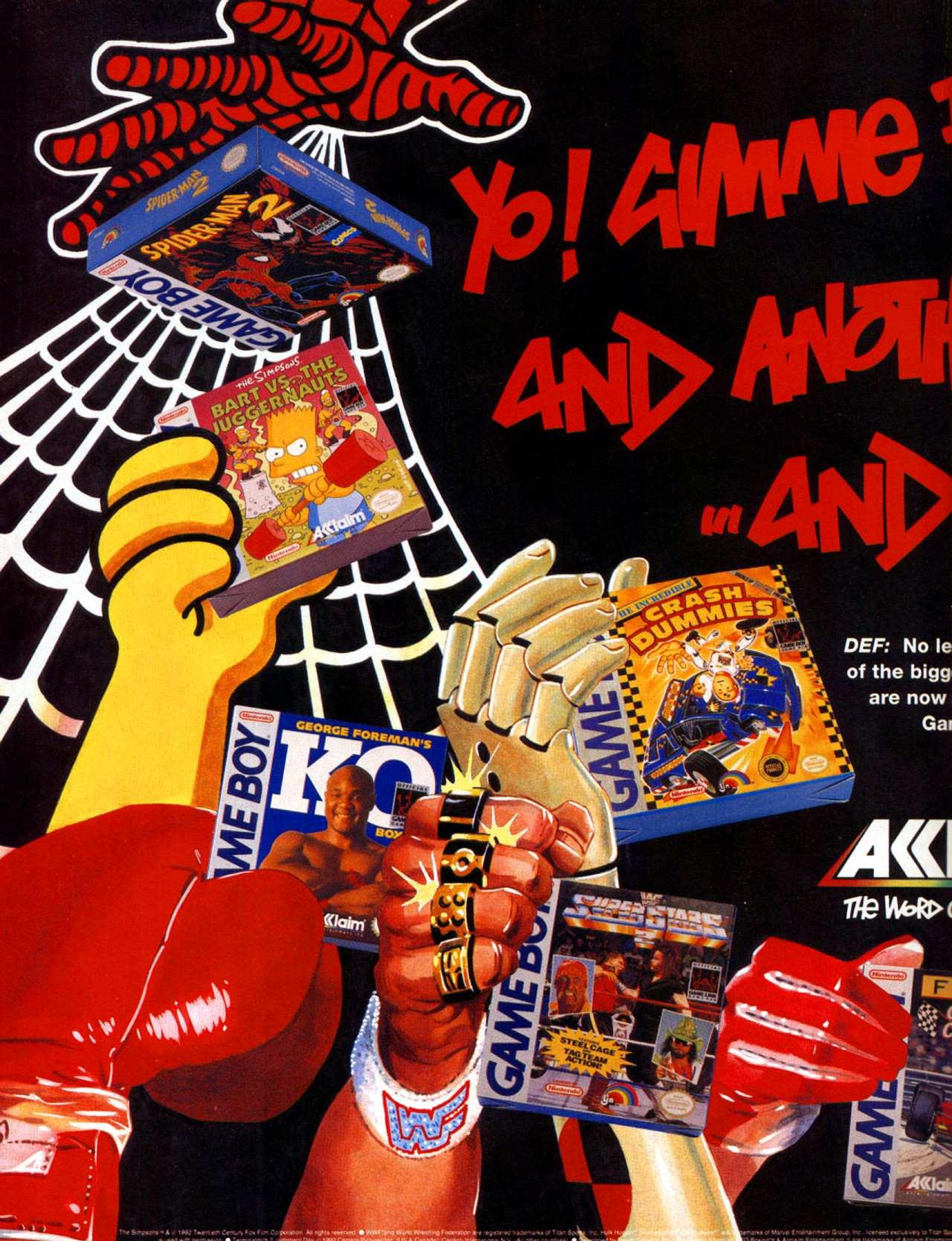
In addition to a gross red acrylic jumper, Tom was the lucky owner of a pair of fluffy moccasins one year. "How can you possibly fix a smile for a gift as tame as that?" he asks. This year, however, Tom's expecting a feathered head dress, a DIY scalping set and a set of hatchets to accompany his girlie footwear.

CURRENT FAVE GAMES: Super Mario Kart, Street Fighter II

DAVE "MATCH MAKER" KELSALL

Art whiz, Rockin' Dave was once given an MFI DIY cabinet which came in 20 pieces. However, every time Dave went to put a screw into the unit, it splintered, leaving Dave with what eventually grew into a 2000-piece cabinet. "Still," reflects Dave, "with the matchsticks it created I soon made myself a 1:100 scale Brontosaurus model..."

CURRENT FAVE GAMES: Super Star Wars, Zelda III, Street Fighter II


Yo! Gimme
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...And
SPIDER-MAN 2
GAME BOY
THE SIMPSONS BART VS THE JUGGERNAUTS
Acclaim
THE INCREDIBLE CRASH DUMMIES
GEORGE FOREMAN'S KO BOXING
WWF SUPERSTARS 2
STEEL CAGE AND TAG TEAM ACTION!
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NEWS

- NEW GAME
- MOVIE & TV
- COMIC
- REPORT
- HARDWARE
- ANIMATION

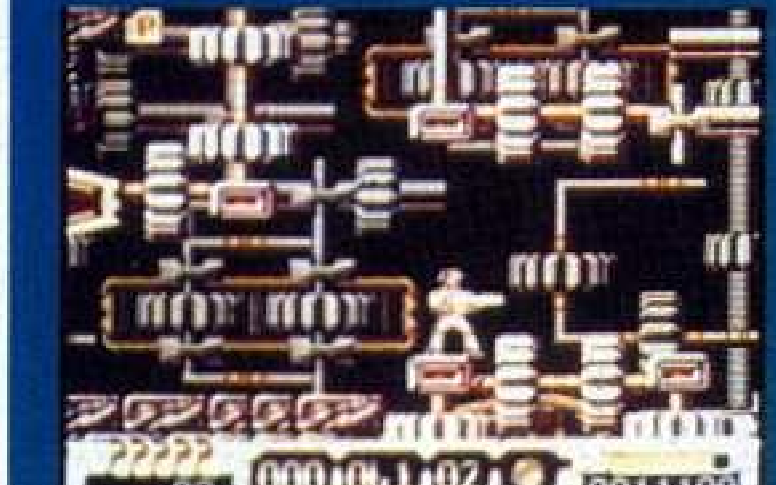
CD DELAYED?

● HARDWARE | SNES CD

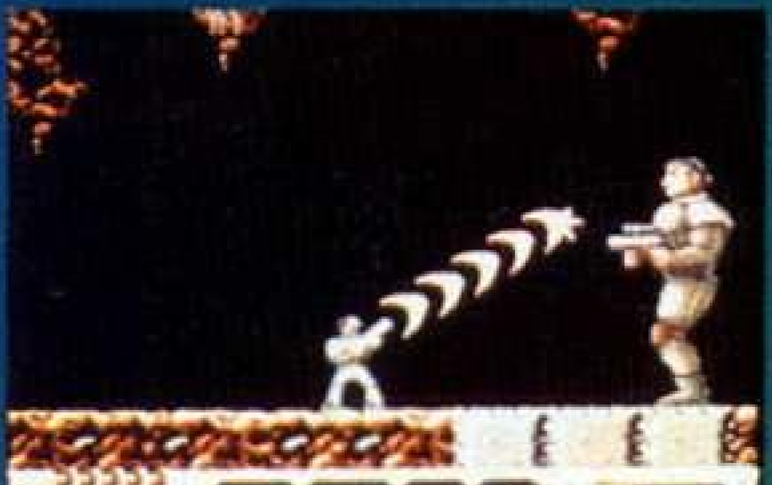
Word reaches us that the proposed launch of the much-speculated CD add-on for the Super NES won't be launched until late August 1993 - and it's possible that even this is optimistic. Apparently, the unit features a brand new, specially-commissioned 32-bit CPU to allow the unit to cope with the fast transmission of loads of data, and this should also allow for even faster 3D screen updates - imagine a copy of Pilot Wings or Mario Kart with even smoother update and scaling! In addition, we also believe that this new processor has been farmed out to several Japanese developers which means that several titles should be available for the machine's launch (whenever that may be). It is also rumoured that the reason for the delay is partly due to Nintendo taking a long look at Sega and Sony's CD systems. We hope to have more specific details extremely soon, but please don't believe stories you may read about people having 'hands-on' contact with the unit or a 32-bit system, as this is nothing short of wishful thinking.

UNIVERSAL BLASTER

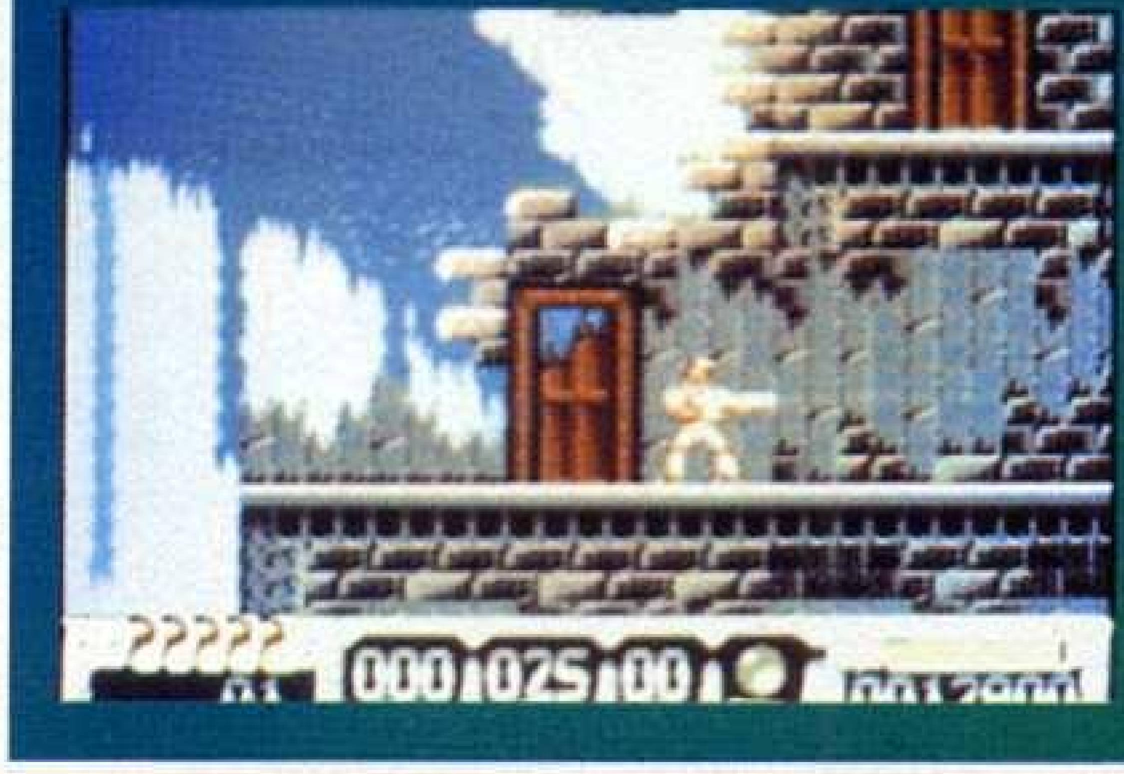
We first mentioned Accolade's Universal Soldier licence in issue 1 of NMS, but here are the latest shots of the forthcoming blaster. In terms of gameplay, Universal Soldier is practically identical to Turrican, with loads of extra weapons spicing up the run 'n' jump shoot 'em up action - oh, and Jean-Claude Van Damme has also acquired the ability to metamorphose into a Black And Decker circular saw blade! In addition, the final baddie takes the form of a 250 foot tall Dolph Lundgren ensuring the film duo's battle to the death somehow makes it into the game. We hope to review it next month, so expect much Turrican... oops, Universal Soldier japery galore in issue 4.



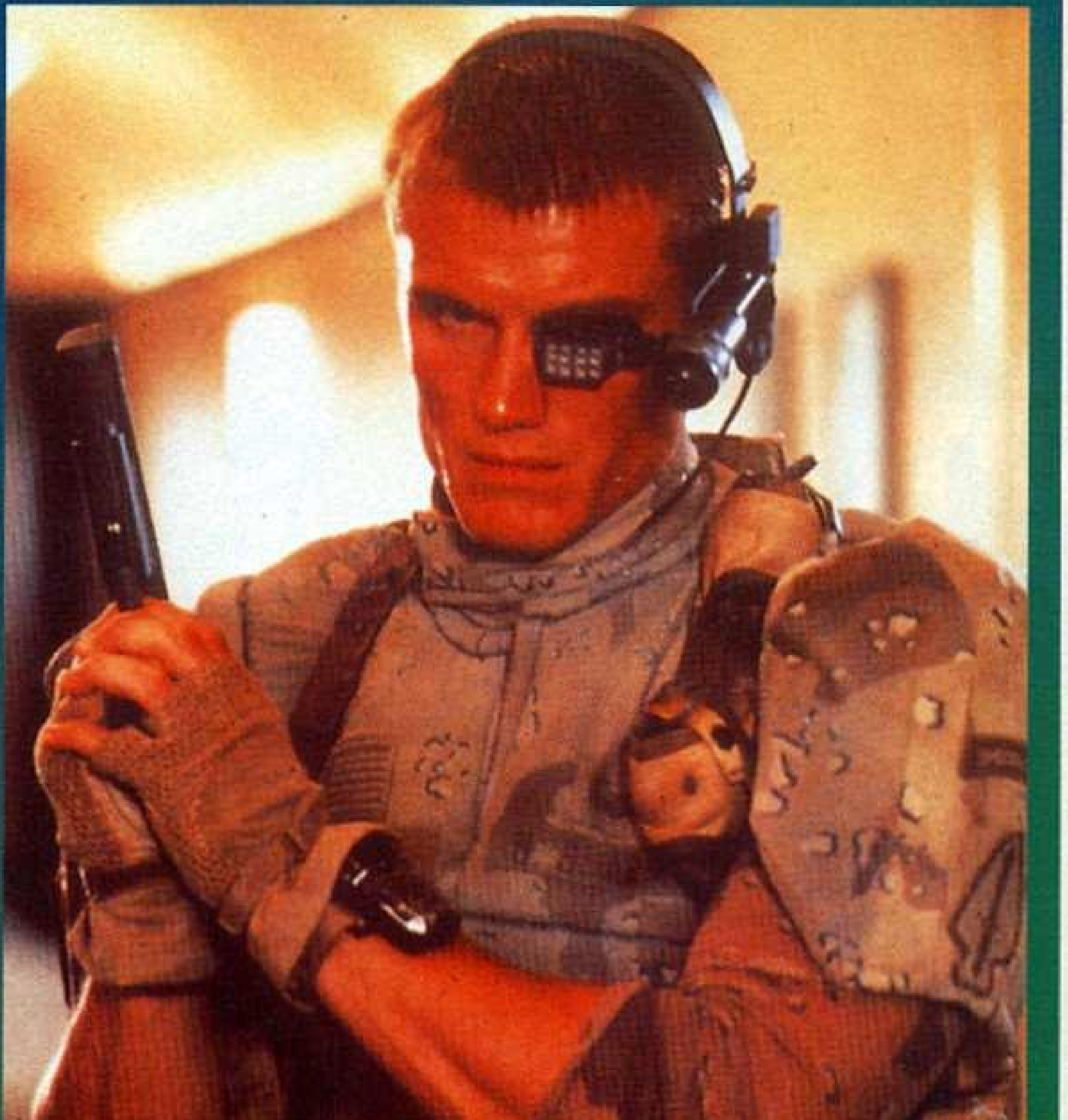
▲ I don't remember this bit....



▲ ... or this big geezer, either.



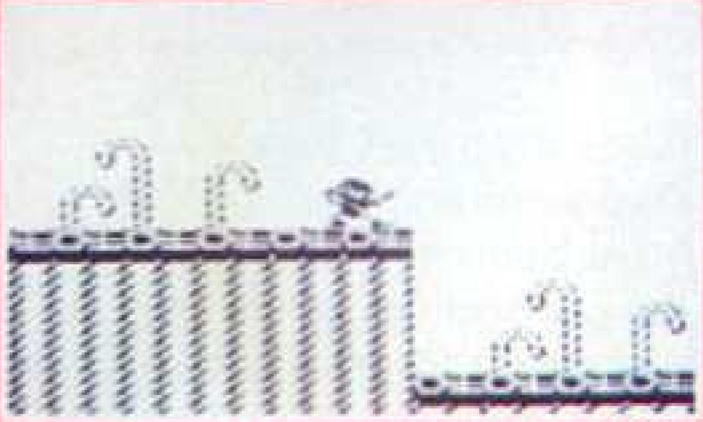
◀ Jean-Claude stumbles across Dolph Lungren's plan to trap him in an old game style.



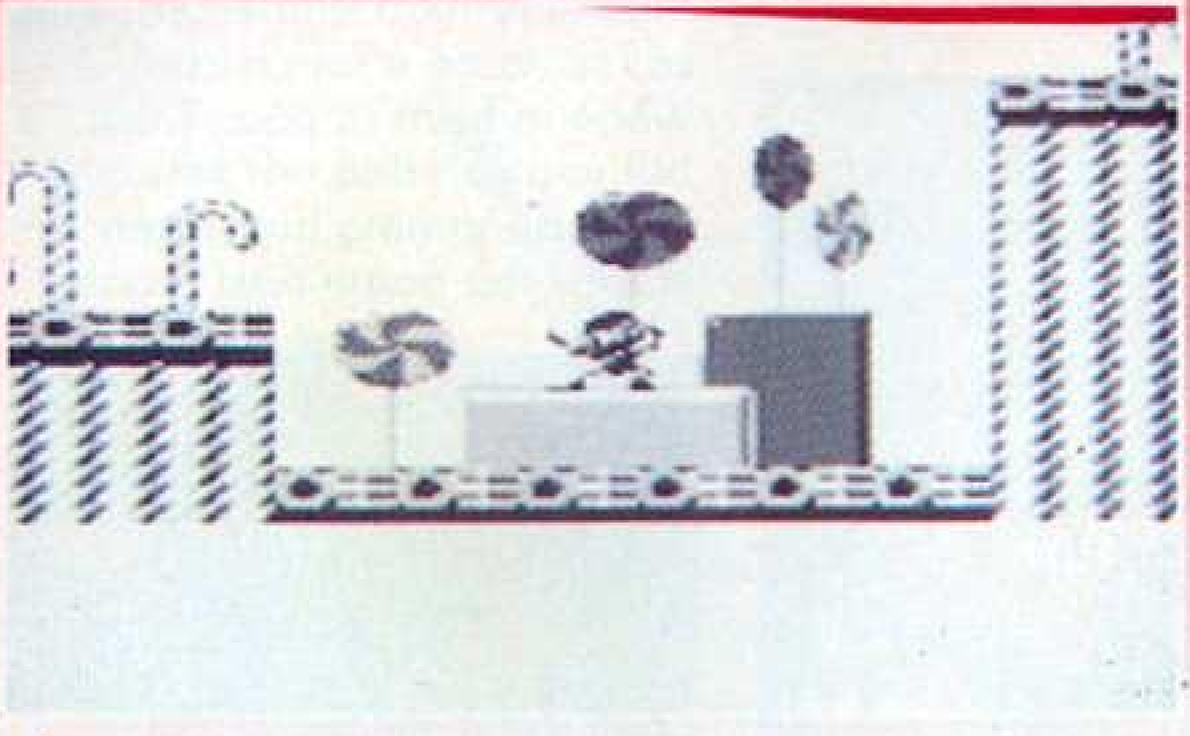
● NEW GAME | BY: ACCOLADE | SNES

NEW GAME **BY: GREMLIN** **GAMEBOY** **PLATFORM**

ZOOL WORLD

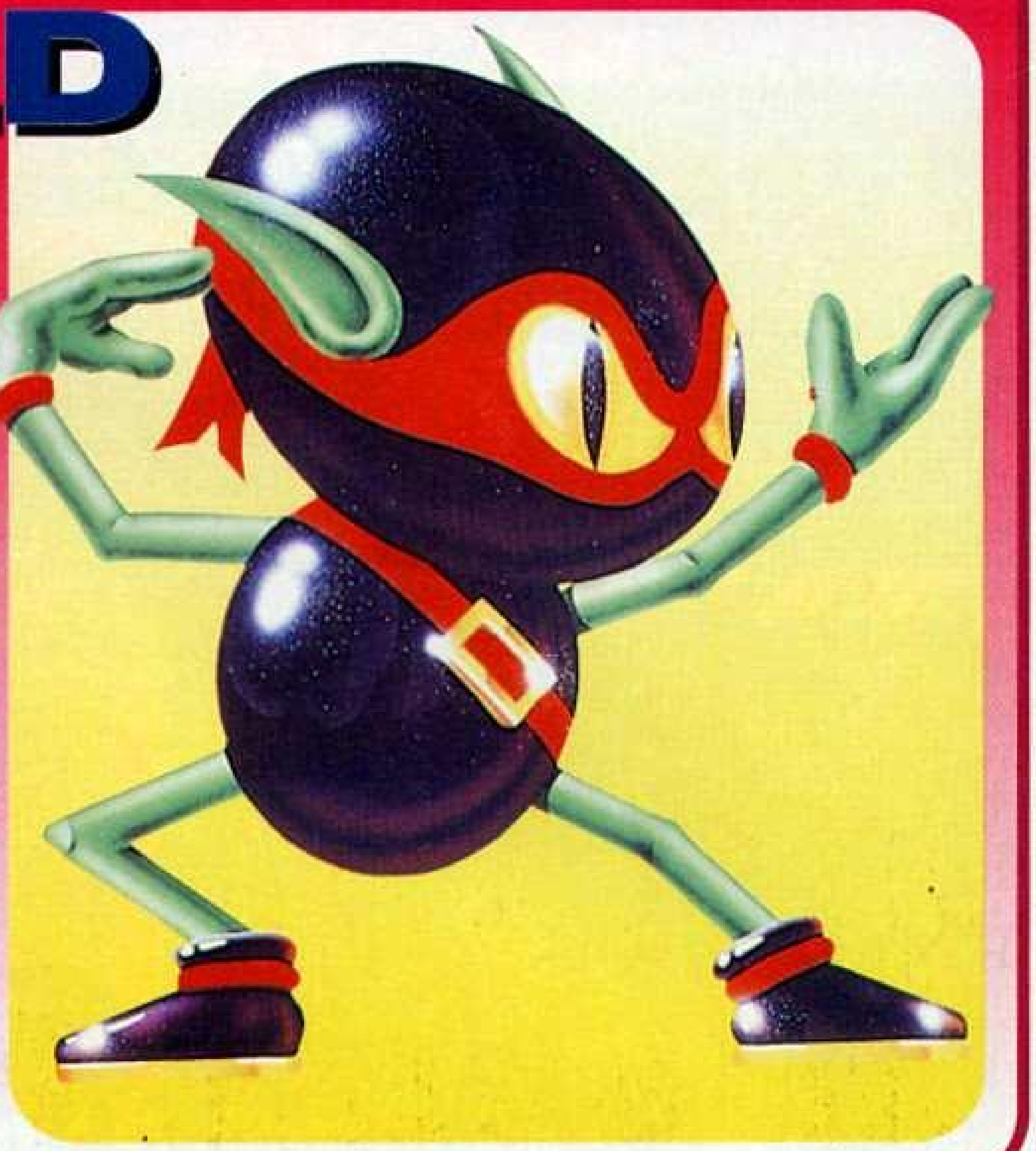


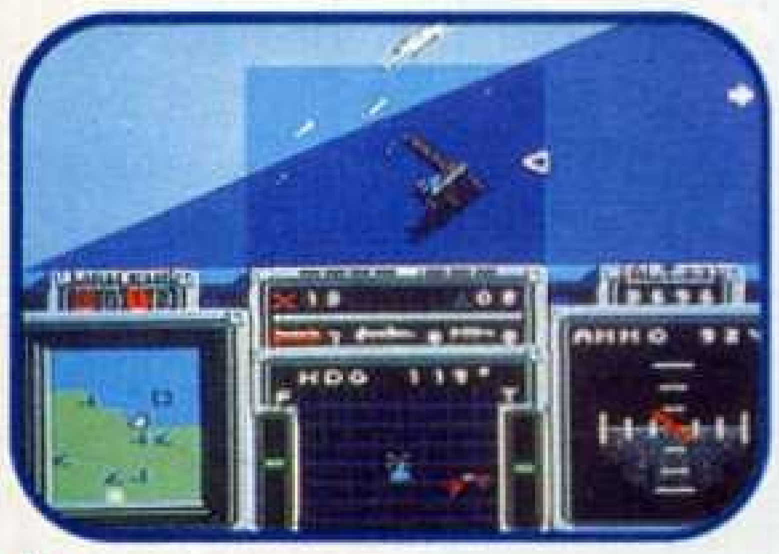
Ta-da! Monochrome Zool!



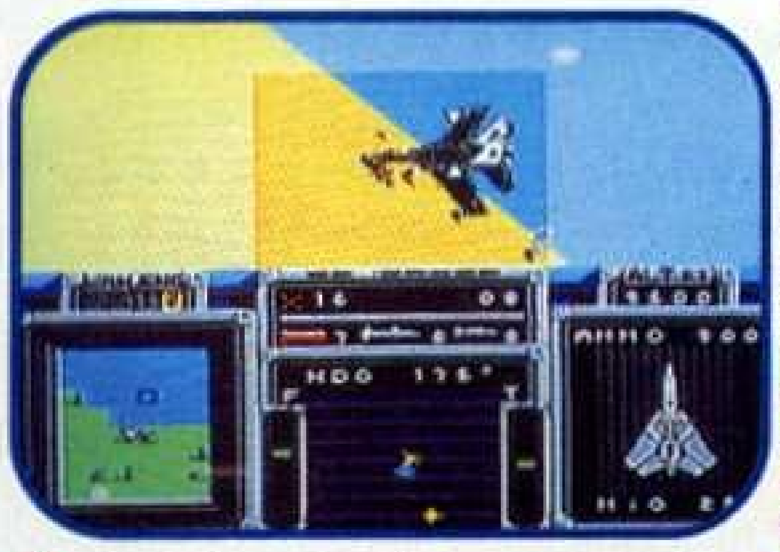
Zool gets to grips with the sweet stage.

Mentioned briefly last issue, we have managed to get our hands on some very early screenshots of Gremlin's Game Boy version of Zool. Already a massive hit on the Amiga, Zool is Gremlin's answer to Sonic and features several worlds of platform-related laughs. Although the Amiga game was a riot of colour, the transition to the Game Boy seems to suit Gremlin's 'Ninja From The Nth Dimension' nicely, and we are promised that all the original game's stages - which include worlds based on music and sweet themes - have been faithfully recreated. We also hope to have first screenshots of the Super NES version soon, so stay tuned for more info.

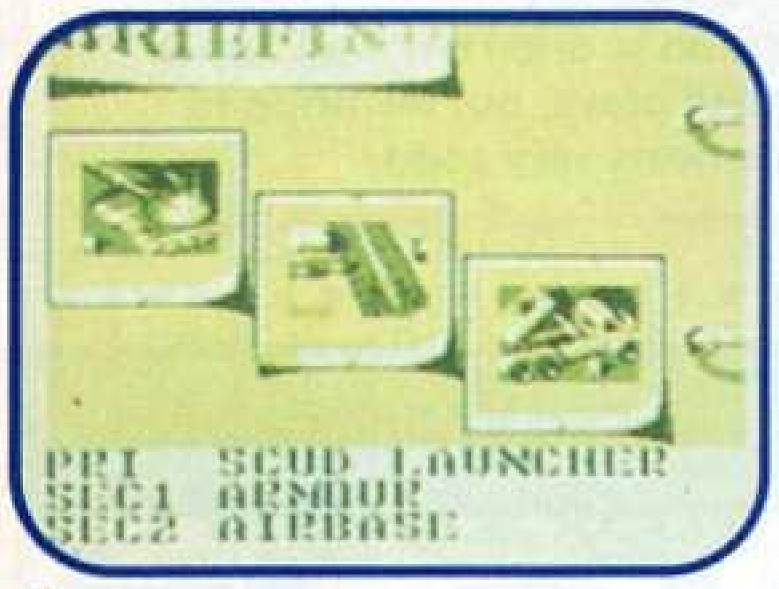




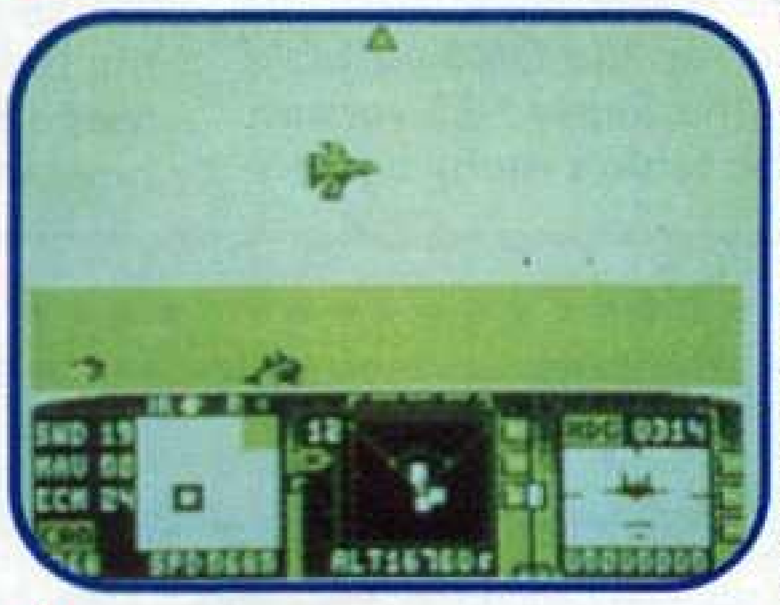
NES dogfight action.



Entering the desert scenario.



Game Boy briefing...



... and in-game action.

GAME **BY: MICROPROSE**

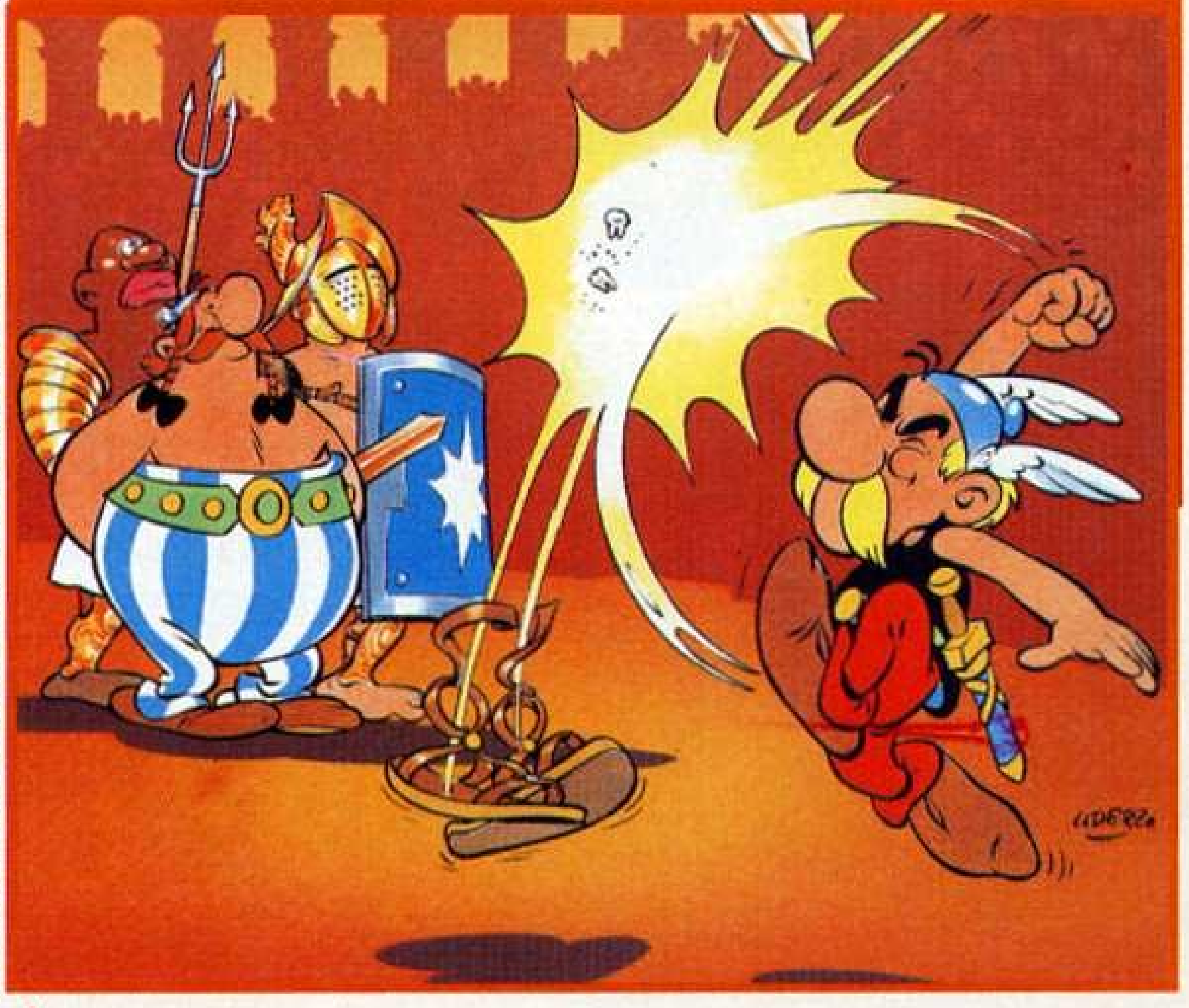
CLEARED FOR TAKE-OFF

Simulation specialists, Microprose, are currently putting the finishing touches to NES and Game Boy versions of their classic F15 Strike Eagle. Set within a massive 3D landscape, F15 places the player in the cockpit of the titular plane, with all manner of dogfights and combat scenarios ready for your destructive powers. Although the NES and Game Boy versions feature different options, both feature four play modes and seven missions, and we are assured there are loads of enemy planes to lock on to and blow up! The NES version is pencilled in for a review next month, and we also hope to cover the Game Boy version.

GAUL BLADDER

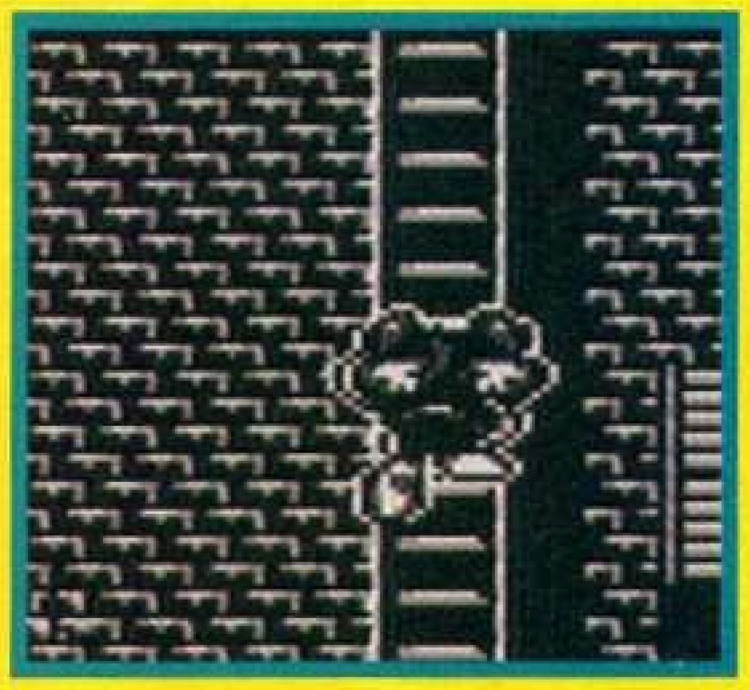
GAME **BY: INFOGRAMES**

Those canny Frenchies at Infogrames are set to unleash Gaul's finest warrior on to the Super NES and NES systems. Yes sirree, the ever indomitable Asterix, ably assisted by his Menhir-laden chum, Obelix, is set to star in his own game. Based on the existing Megadrive game, Asterix The Gaul is a platformer which allows the player to control either of the two Gauls. As can be expected, there's loads of Romans to beat up (after all, these Romans are crazy), and bottles of Getafix's mysterious potions appear to add a little zest to the proceedings. Expect a preview next month.



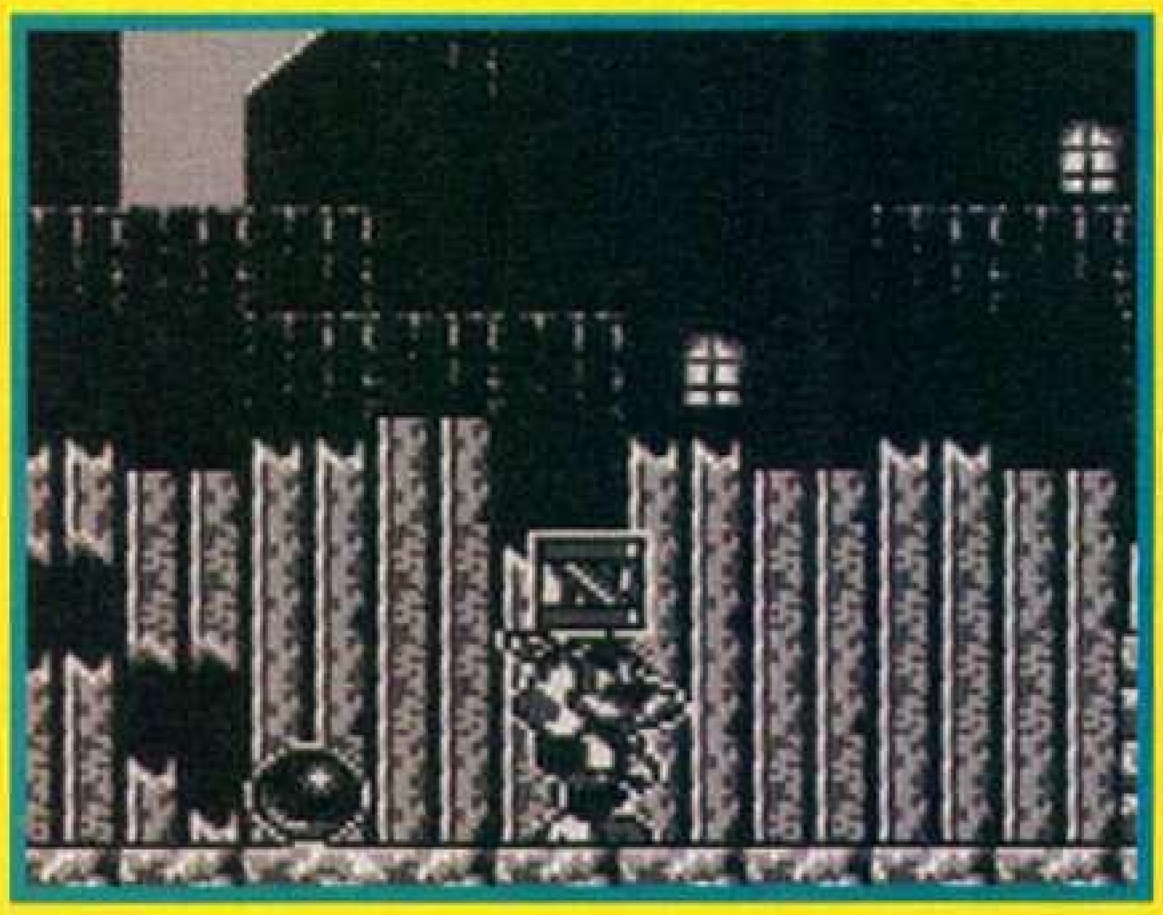
The Gaul heads for the Super NES.

THE FOX OF LIFE

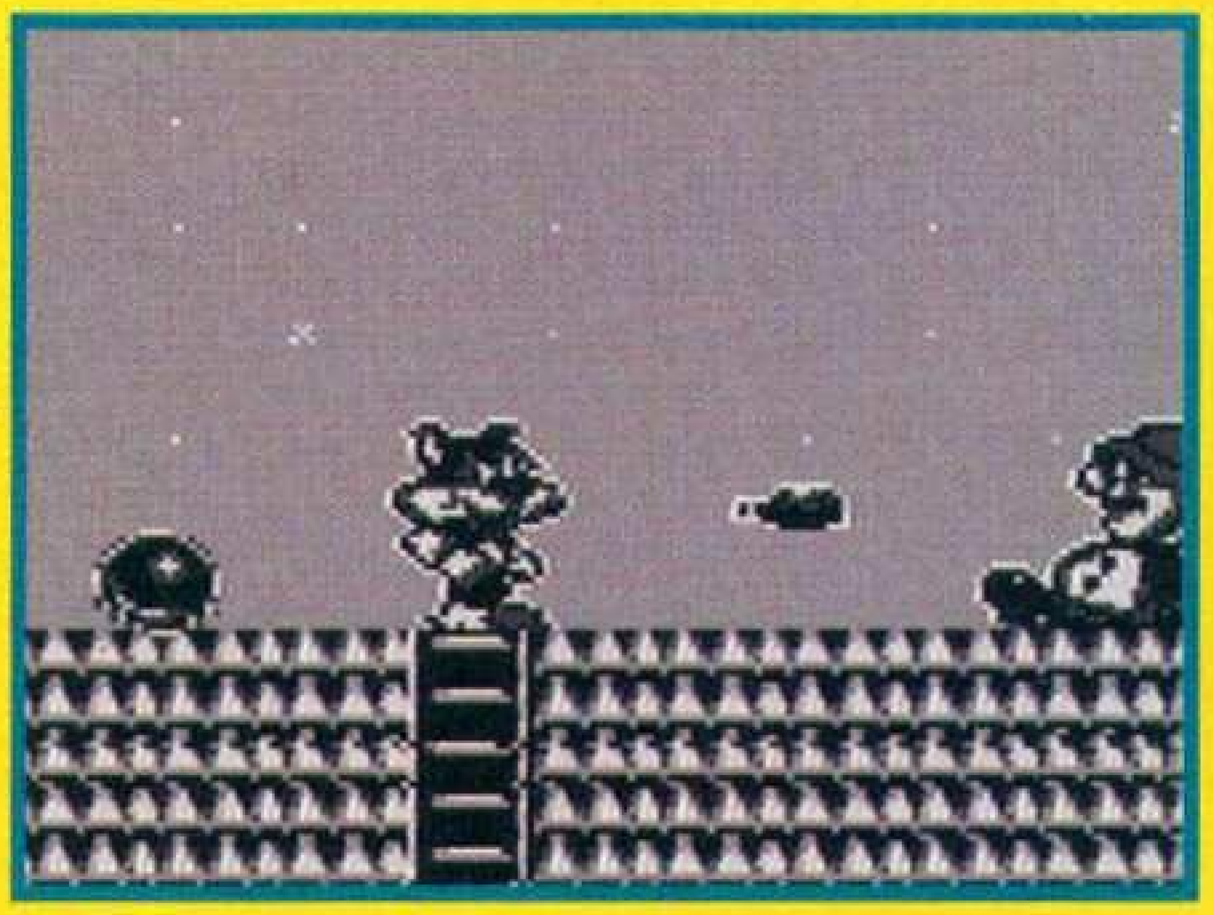


● NEW GAMES BY: TITUS NES

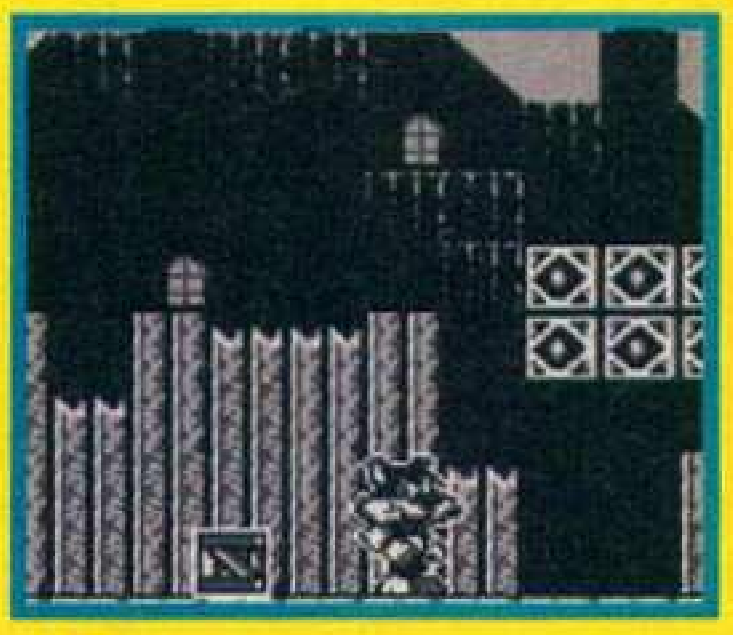
Fresh from his Amiga debut, Titus the Fox is set to appear on a Game Boy near you. Following roughly the same pattern as The Blues Brothers (also by Titus), Titus The Fox is a scrolling platform game which follows the adventures of Titus as he traverses the world in search of his kidnapped beloved. Along the way, a number of level-related baddies try to thwart his plans by sapping his energy but it's possible to avoid this by lobbing crates and bottles at them - another idea filched from The Blues Brothers! Major improvements are said to have been made over the Amiga original, and this includes a larger Titus sprite, and slightly faster action. With over thirty levels awaiting the Fox's attention, there certainly seems to be a tough challenge in front of poor Titus, but you can find out whether its worth joining him when we review the game next month.



▲ The road to his girl is long and dangerous.



▲ All manner of baddies make an appearance.



▲ Titus stoops to conquer.

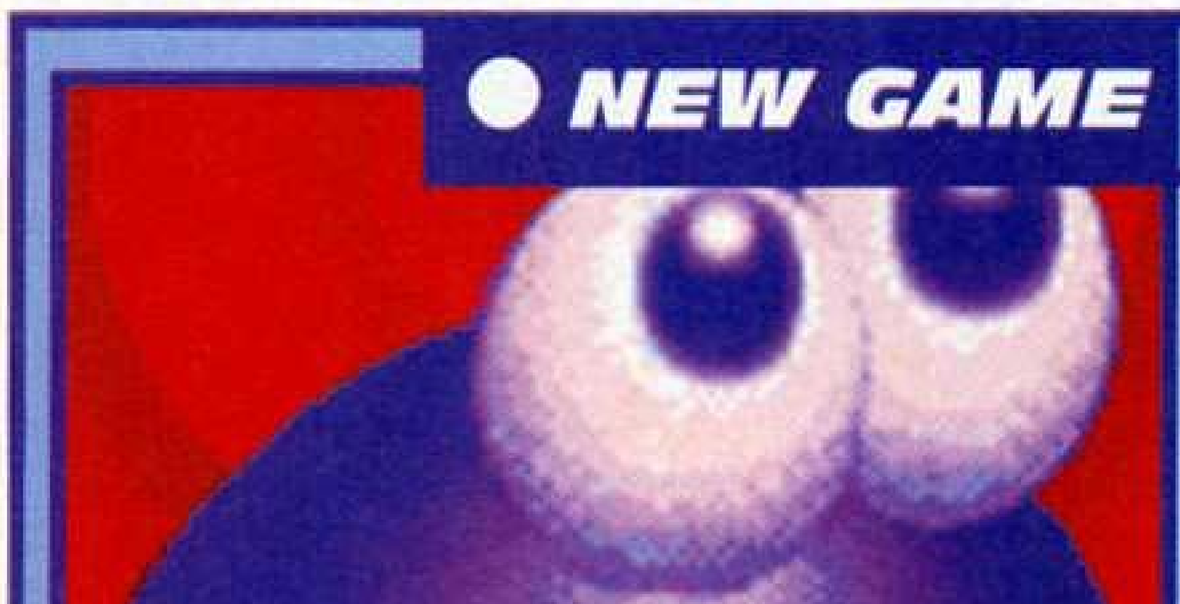
SURE PLAYS A MEAN PINBALL

● NEW GAME BY: NINTENDO SNES PINBALL

Not content with showing us his karting prowess, Mario is now set to grace a pinball simulation - the originally-titled Super Mario Pinball. Based on the Gottlieb table of the same name, the Super NES version is set to recreate the table's many flippers and bumpers, whilst also retaining the original's tabletop decor. News is scarce as to how smooth and realistic the ball action is and how well Super Mario Pinball plays, but we hope to have more news very soon.

● NEW GAME BY SYSTEM 3 SNES PLATFORM

PUTTY-ING IT ABOUT



▲ He bounces, absorbs and even kills.

With Myth still under development, System 3 are also in the process of converting their weird Amiga platformer, Putty, over to the Super NES. Named after its rubber-bodied star, Putty is a vertically scrolling platform game in which the globulous good guy ascends a massive tower block in an attempt to get back to his home planet of Putty Moon. The scenario tells of how an evil wizard called Dazzledaze has kidnapped Putty Moon's entire populace and is turning them into chewing gum. Exiled because he failed to stop him, our hero has been banished to Earth and has been told never to return - unless he can defeat Dazzledaze, that is. Thus, making the most of the Putty's stretching, bouncing and jumping abilities, the player gradually scales the tower, encountering the evil wizard's many cronies in the process. Putty has only just entered development, and we'll be bringing you a preview as soon as possible.

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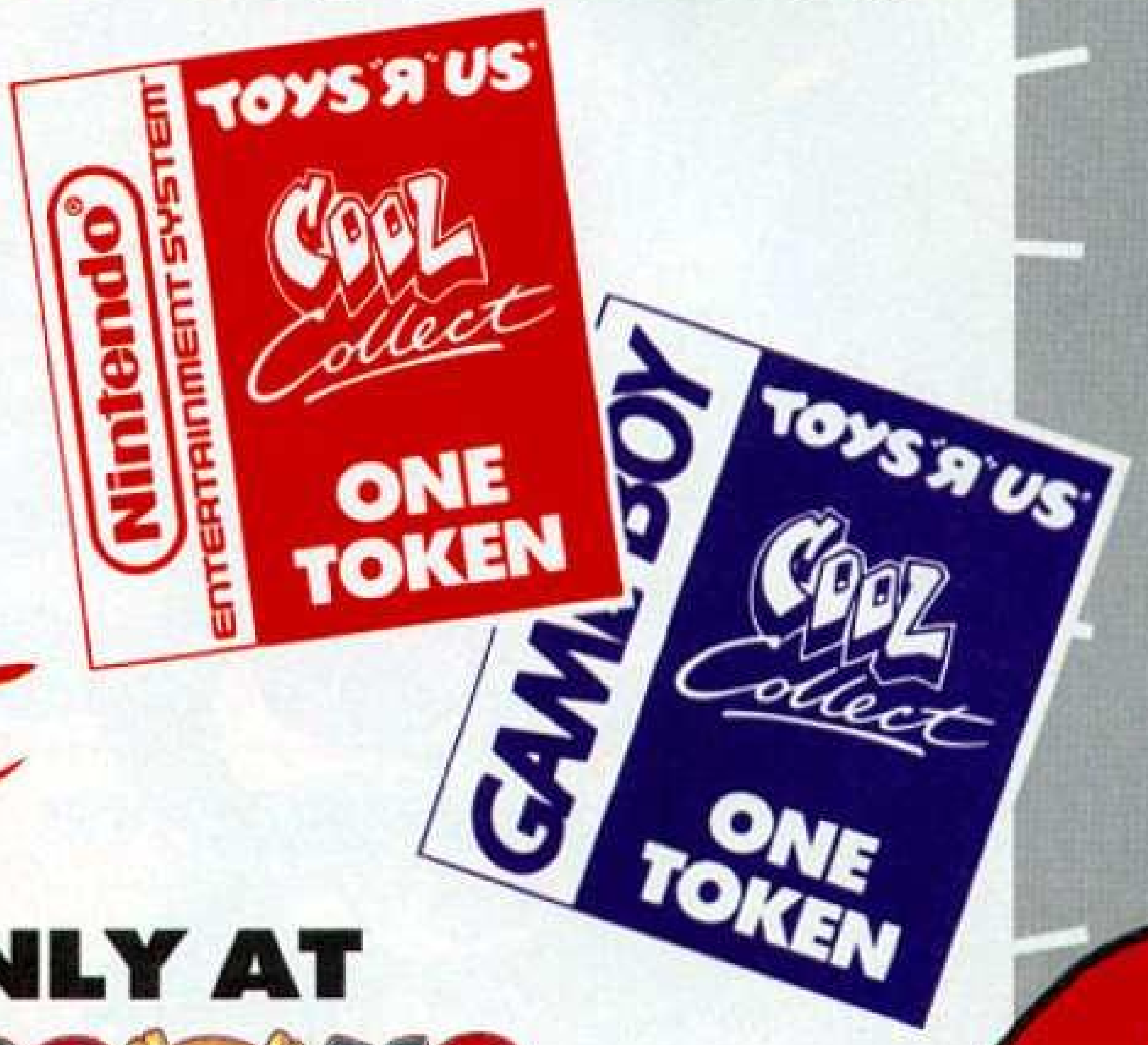

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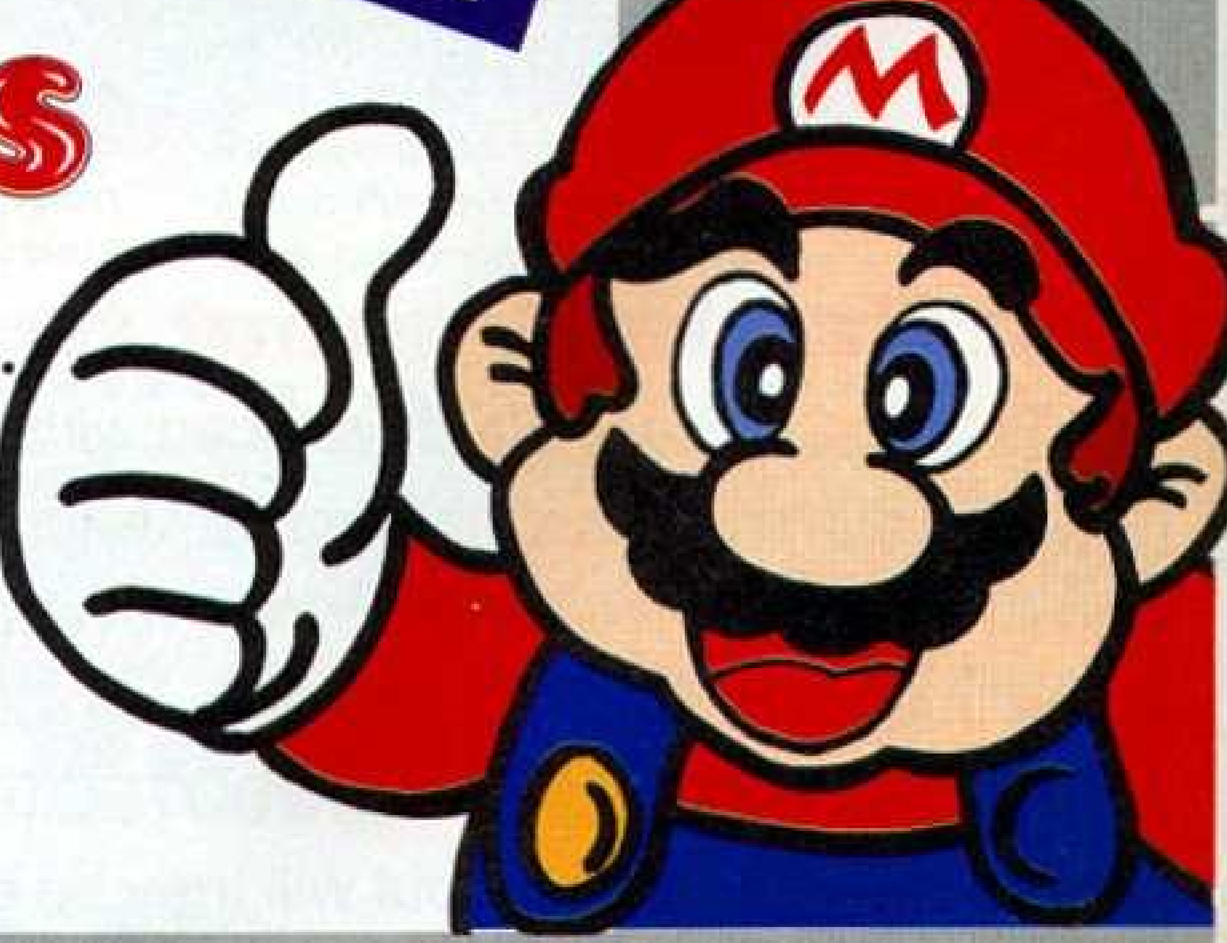

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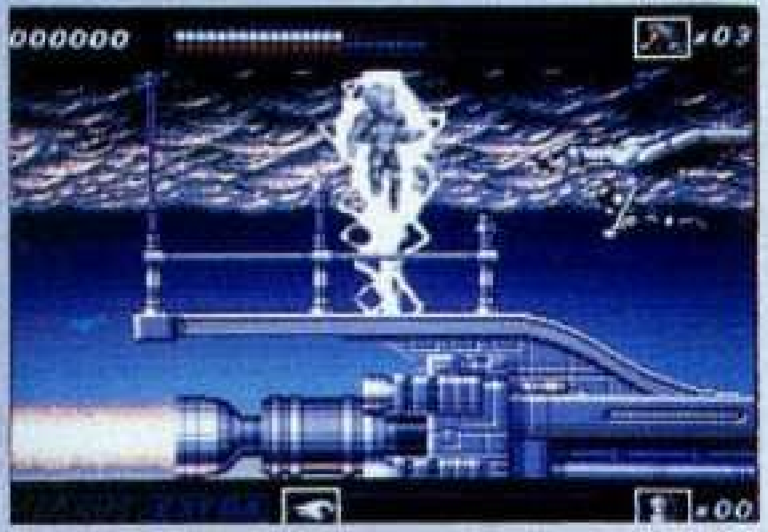
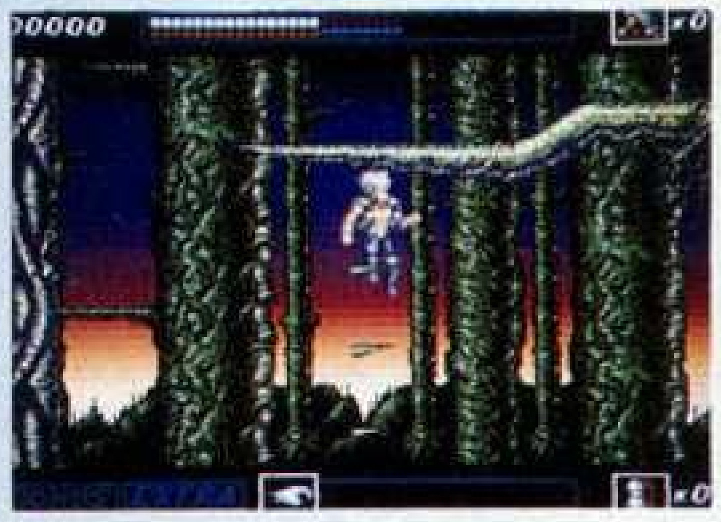
● NEW GAME BY: SONY SNES PLATFORM

AROOOOOOOOOO!

Coming soon from Sony is a conversion of Core Design's Strideresque platform epic, Wolfchild. Following the adventures of a young Lycanthrope (that's werewolf to you and me), Wolfie is out to rescue his father from the evil captor holding him in a distant location. Starting on the deck of a heavily-armed ship, Wolfchild's leaping 'n' shooting abilities take our hero through to a dense forest, down mines and eventually to the evil kidnapper's lair. Bonus points and power-ups also line the route, and it is these that enhance his wolverine abilities. There's no definite release date as of yet, but stay tuned for more details.



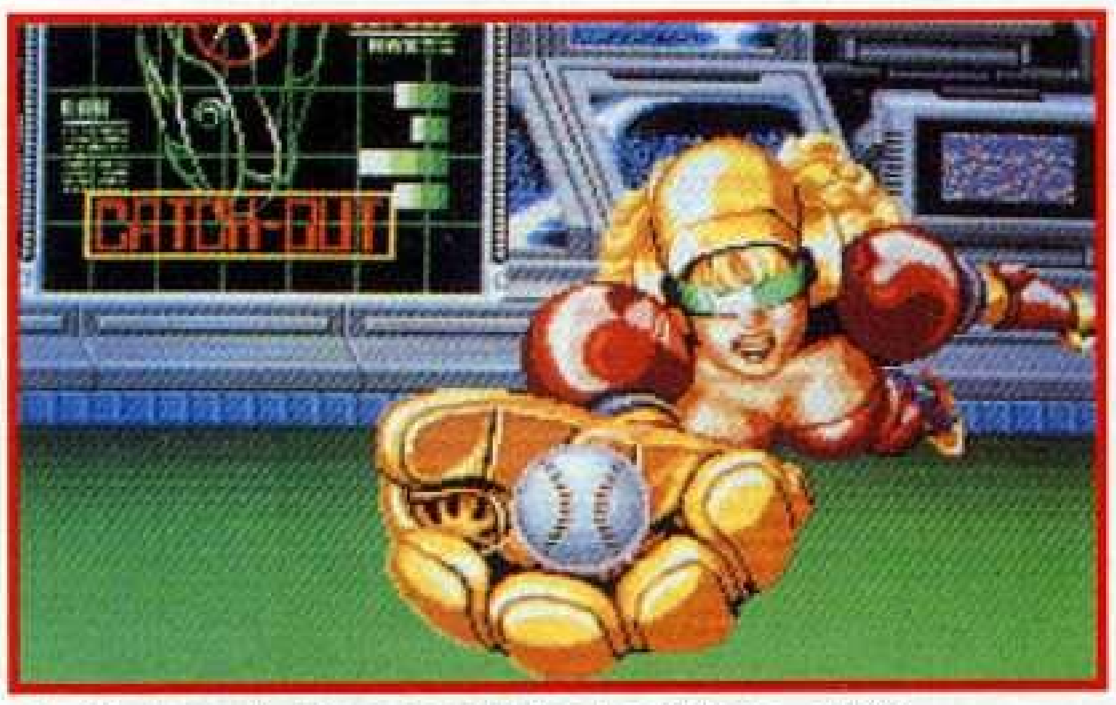
▲ Armed with canine powers...



▲ ...Wolfie packs a punch.

STRIKE ONE!

With a bumper crop of Baseball games already set to grace the Super NES, American developers, K Amusement, have taken a different route by setting the sport in the distant future - 2020 Super Baseball, to be precise. As a result, futuristic Joe DeMaggios are specially-created droids, and the size of the play area has grown in accordance to their massive batting range - not to mention the pitchers' 200mph throwing speed! Normally, Baseball games are a little limited in their scope, but you'll find out whether the addition of robots and faster pitching makes a difference within the next few months.



▲ Get ready to smash the ball into orbit.

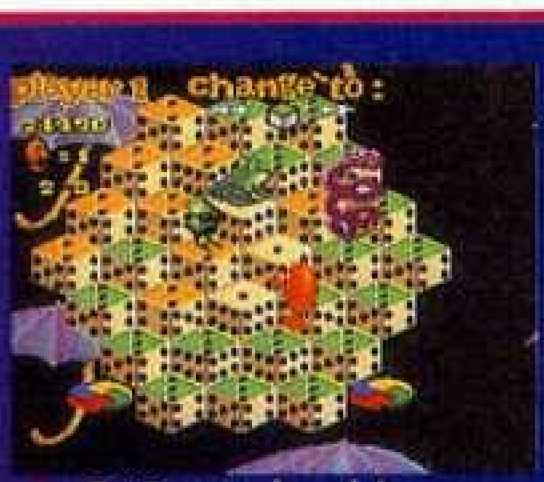
● NEW GAME BY: K AMUSMENT SNES SPORT

TAKING THE BISCUIT

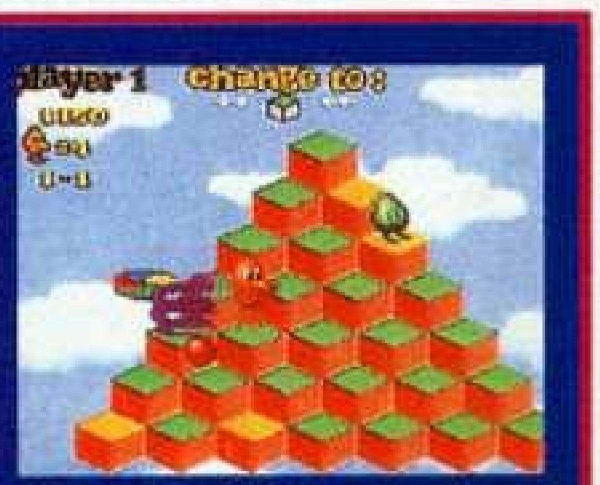
Looking a little like Dr Mario, and undergoing playtesting in Japan is a novel puzzler called Yoshi's Cookies. Set within Yoshi's biscuit-making emporium, the actual gameplay behind Cookies is a little confusing. From what little we have seen, the player drops ingredients together and has been given a set number of cookies to bake within a limited time-limit. However, gremlins also get in on the act (and in the cookies), adding to the puzzle proceedings. There'll be more news soon.

● NEW GAME BY NINTENDO SNES PUZZLE

BERT SERIOUSLY



▲ Q*Bert's back!



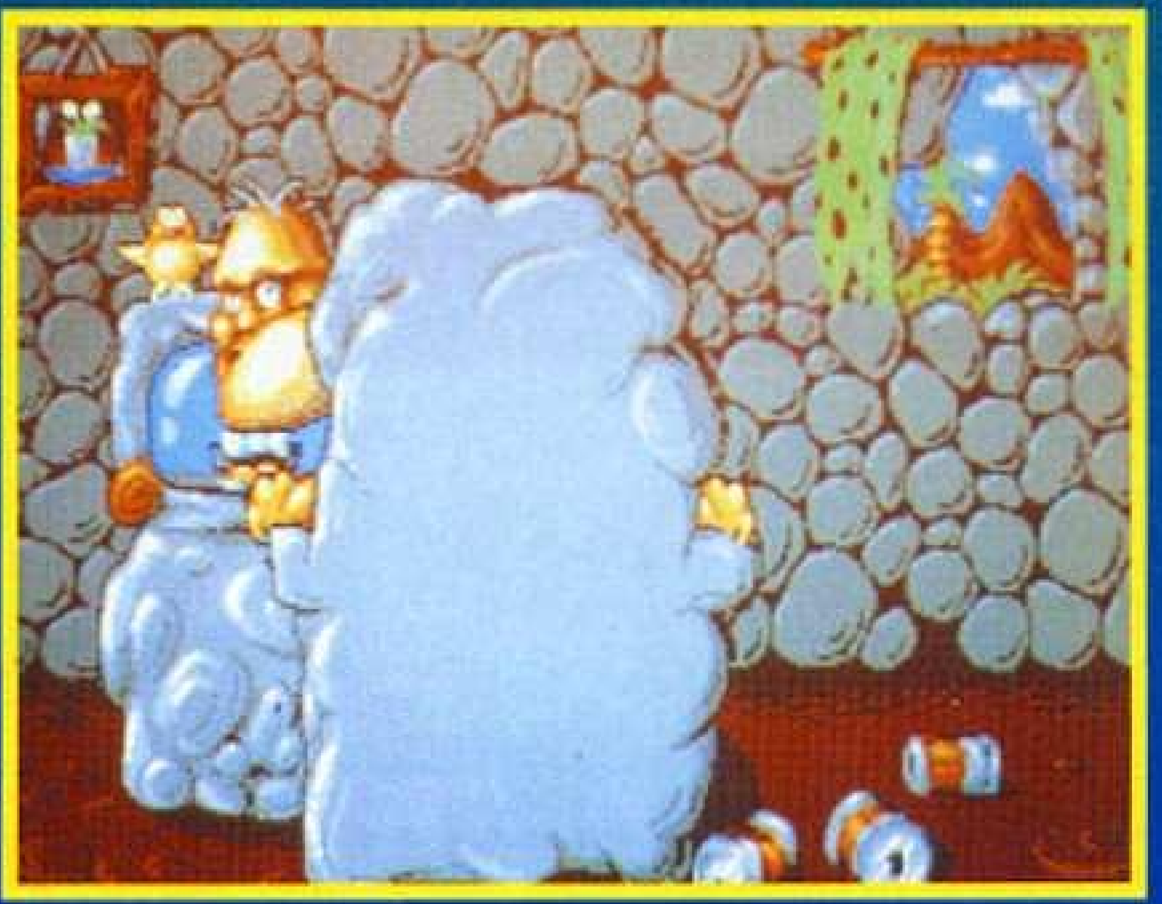
▲ ... and his mates!

Those of you with long memories (and over fourteen years of age) may already be familiar with the name Q*Bert. During the early 80s he made his debut in a rather spiffy coin-op of the same name, which featured the long-nosed hero leaping across a series of isometric blocks, changing their colour as he landed on them. The basic aim was to change the colour of the entire block whilst avoiding the many creatures out to put paid to your painting pranks - and now you are invited to relive such hi-jinx as NTVIC bring you Q*Bert 3 for the Super NES. Although the basic block painting theme has been retained, more nasties and ever more devious screen layouts have been added to sustain interest. Expect the review very soon.

● NEW GAME BY NTVIC SNES PLATFORM

CHUCK UP

Lining up for a Super NES and Game Boy release is a conversion of Core Design's Amiga hit, Chuck Rock. Already a hit on the Megadrive, Chuck Rock is a multi-stage platformer starring the rock-lobbing Neanderthal whose wife has been kidnapped by his arch-rival, Gary Gritter. Armed with his paunch (he kills nasties by 'belly-butting' them) and whatever rocks he picks up along the way (hence the title), Chuck's path is blocked by all manner of dinosaurs and associated creatures - not to mention the almost-obligatory end-of-level bosses. Chuck Rock has been developed by Core themselves, and will be released by Sony sometime next year. In addition, the game's forthcoming sequel, Chuck Rock II: Son Of Chuck, is also ripe for conversion although it isn't known if Sony will be releasing it yet.


▲ An animated intro sets the scene.

▲ Eat belly, sucker!

● NEW GAME BY CORE DESIGN SNES/GAMEBOY PLATFORM

OF MIGHT AND MEN

● NEW GAMES NES RPG

With Sirtech's Wizardry series set to grace the NES courtesy of ASCII, RPG fans have never had it so good. In addition, to Wizardry, Elite are currently polishing up SSI's Amiga classic, Might And Magic for the NES. Featuring a 3D perspective, Might And Magic unites a party of four warriors as they scour a huge land in search of treasure and things to kill. In addition, along the way your party's limited skills are augmented by collecting the many spells and potions which have been hidden along the way. Expect a review very soon.

THE HEAT IS ON (AGAIN)

Just as Ocean officially release F1 Exhaust Heat, so news reaches us of a forthcoming sequel. Featuring the same Mode 7 graphics system used in the original, Heat II is set to contain even more tortuous tracks with loads more hazards and a wider range of challenging opponents. Unfortunately, details are extremely sketchy at the time of writing and it isn't known whether Ocean have snapped it up yet, but we'll have a preview soon.

LICENSED BY Nintendo
F1 EXHAUST HEAT
SUPER NINTENDO
PAL VERSION
ocean
▲ How can they improve on such a classic?

● NEW GAME BY OCEAN DRV

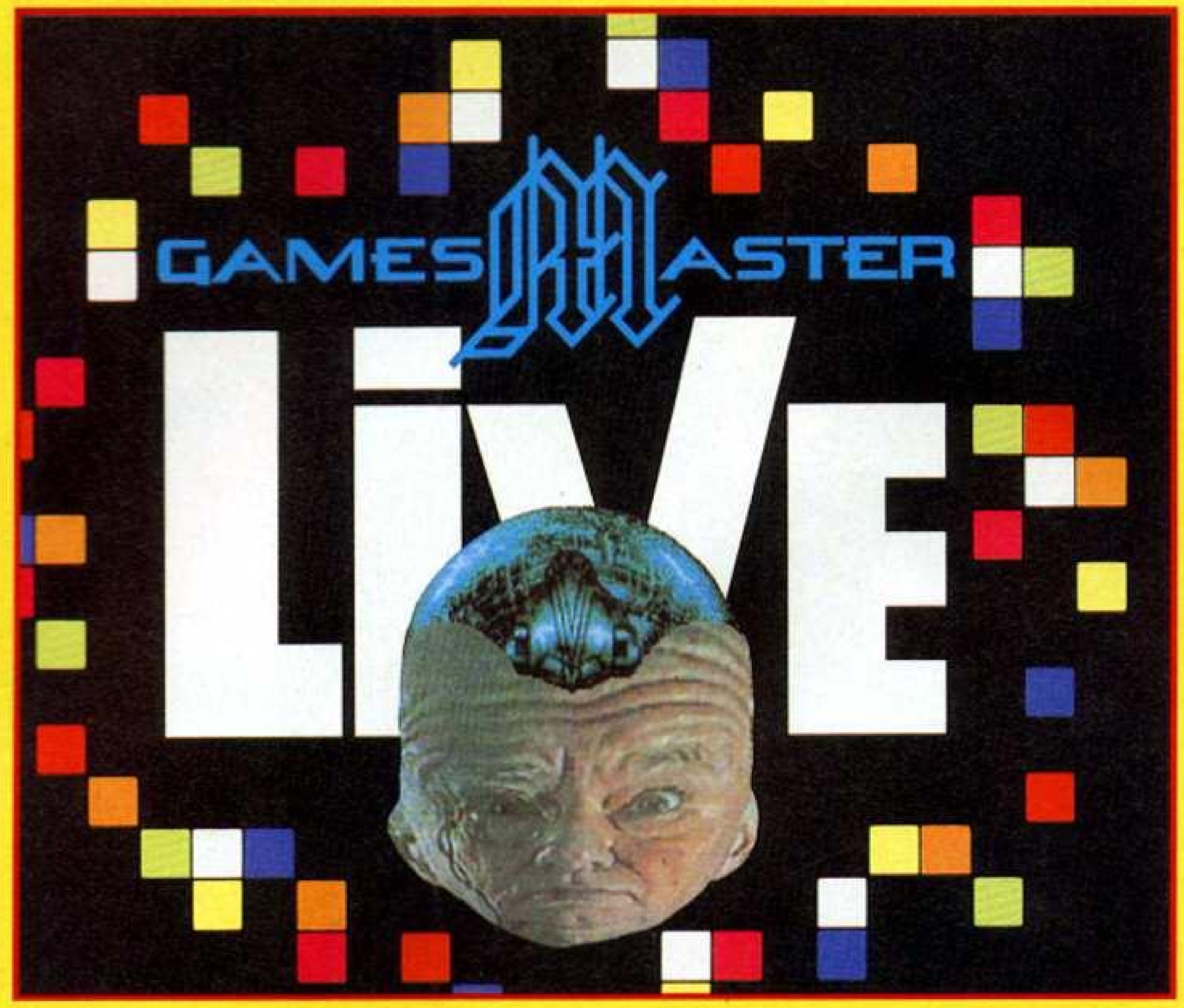
CAT'S ENTERTAINMENT

As Accolade's Ballistic label prepares to return to the Super NES scene, they are bringing with them a new feline superhero - Bubsy The Bobcat. Bubsy's debut takes the form of a scrolling platform epic, which consists of a series of danger-laden scenes, ranging from a rollercoaster ride to an arid desert. The game's scenario tells of an alien invasion by the evil Woolies who are plundering the Earth of Yarnballs (aren't they the things cats throw up everywhere?) which they use to power their fleet's engines. Boasting cartoon-quality graphics and digitised speech, Bubsy In: Claws Encounters Of The Furred Kind (to give it its full title) is set for release early next year, so expect more details then.

▲ Bubsy searches for Yarnballs.

▲ Where's the escape claws!

● NEW GAME BY BALLISTIC SNES PLATFORM



▲ Rumour has it that Blanka, Chun-Li and Co will be there, too! Courtesy of U.S. Gold, no less!

THE GREATEST SHOW ON EARTH

● **EVENT** **GAMESMASTER LIVE 4.5,6 DEC**

If you've got any plans for the 4th, 5th and 6th of December, prepare to drop them. Anyone with the slightest interest in computer games will be heading for Birmingham's NEC as NINTENDO MAGAZINE SYSTEM and our sister mags CVG and MEAN MACHINES SEGA tie up with Gamesmaster to unveil the greatest software showcase ever - the Gamesmaster Live Show! All the big names are going to be there showing their latest titles, including the likes of Nintendo, Ocean, Electronic Arts, Anco, and Gremlin.

In addition to all these new games - including first looks at the likes of Mario Land II, Super NES Zool, and maybe even a glimpse of Ocean's Jurassic Park - the software houses are also bringing special challenges to the show. For instance, Gremlin are featuring a massive Mansell challenge, whilst Anco will be having a penalty shoot-out to tie in with the release of Super Kick Off. Other attractions include a massive Virtual Reality display where you are invited to link up with a number of other players, a Quasar dome where paintball meets up with sci-fi technology, and loads of all the latest coin-ops. And if this wasn't enough, the Gamesmaster himself will be taking centre stage with Dominik Diamond as he brings his oil rig holiday camp to the centre of the show, where he will be presiding over game challenges and offering hints and tips from the Consoletation Zone.

Basically, if you are into games, you can't afford to miss this stunning show. All the NINTENDO MAGAZINE SYSTEM crew are going to be there for advice and a general chat, and, if you're lucky, we may just tan your hide at Street Fighter II! Tickets are £6 each, but hurry as they are disappearing fast - call 021 780 4133 for more details, and we'll see you there!

▲ Dare you challenge the NMS crew to a game of Stret Fighter II?

▲ Play all the latest games and coin-ops before they're released.

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REVIEW

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ORIGIN
As the title suggests, the game is based on Star Wars, one of the greatest sci-fi films of all time. This version is very close to the NES version that was released earlier this year.

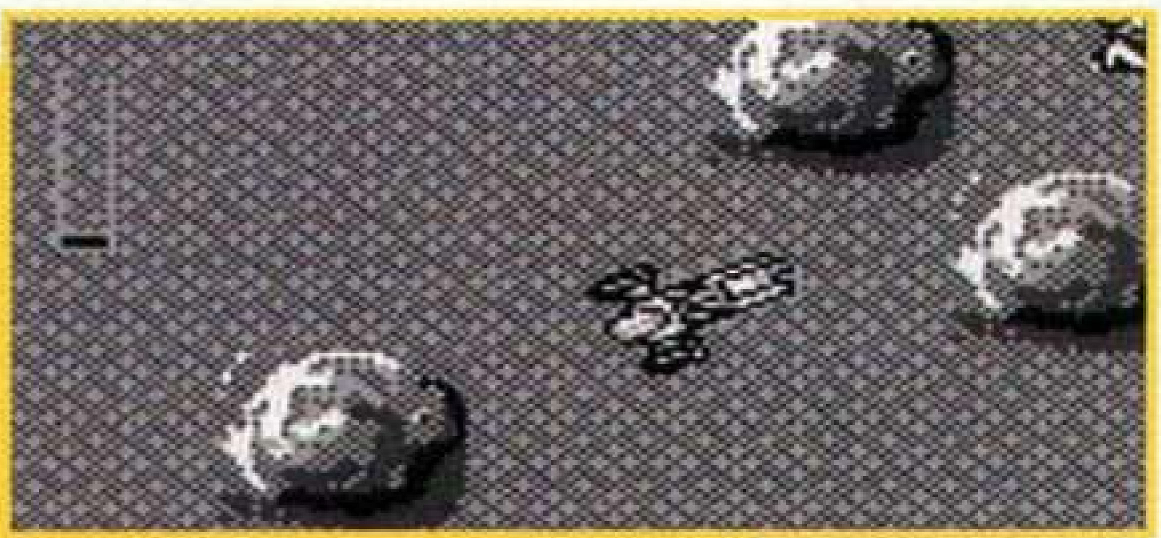
STA WAR

The legend of Star Wars' storming success is now almost as well-known as the film's plot. This incredible movie is still wowing people 15 years since its cinematic release, and is justifiably regarded as one of the greatest films of all time. What better then but to celebrate its fifteenth anniversary by releasing a game which tries to recreate the film's epic adventures? So here it is, George Lucas' mammoth space opera squeezed on to the Gameboy.

The plot of Star Wars is actually a golden oldie of an idea, and follows the best traditions of 'Good Vs Bad' adventure thrills. There are some extremely bad baddies along with some very worthy goodies, and the baddies are out to get the goodies - and they seem to have the upper hand. This is where fate steps in. You know, the way in which people, who are normally of no importance suddenly become responsible for the shaping of history ever after. On this occasion, the destined person is one Luke Skywalker, a restless farmer's stepson who dreams of adventure whilst struggling to earn a living on the barren planet of Tatooine.

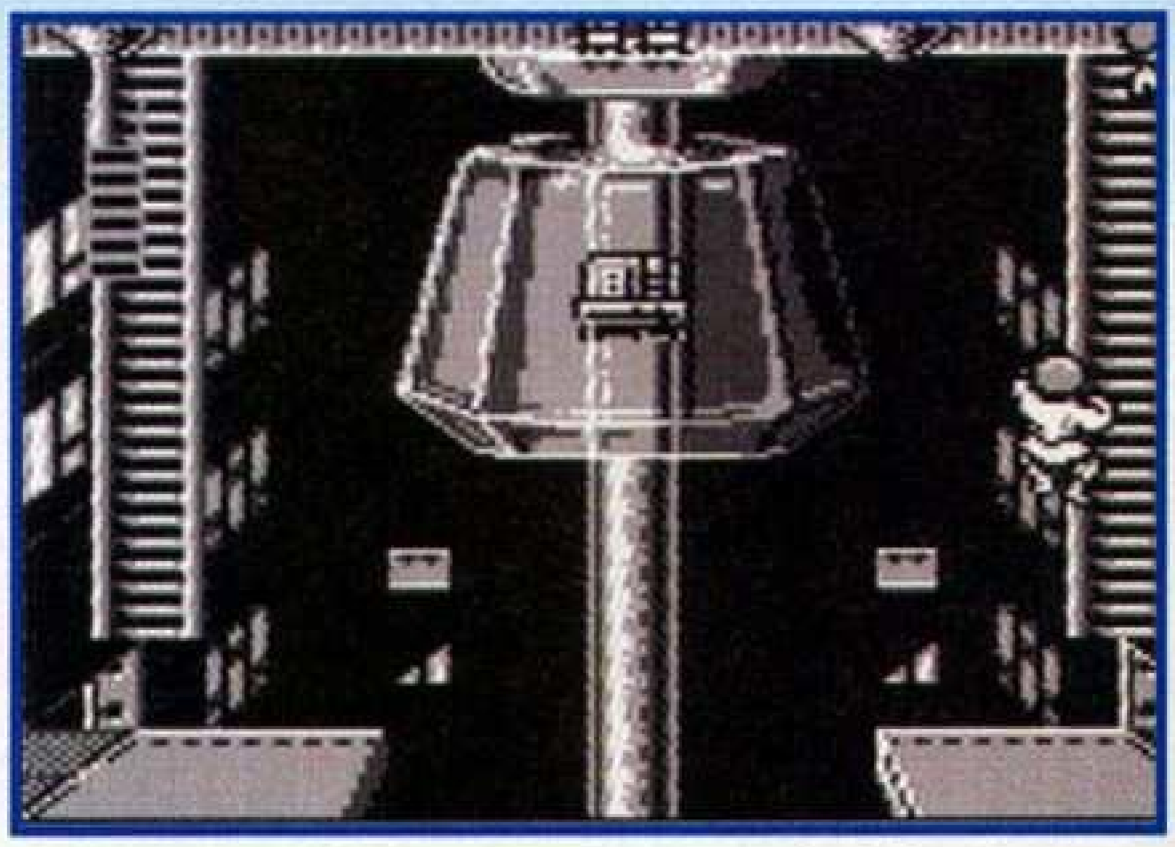
From these humble origins, even Luke couldn't imagine the trouble two strange droids he has bought would bring him. It transpires that they are carrying the all-important blue-prints detailing every detail of the Imperial Death Star - a colossal weapon which has the power to obliterate whole planets. A weapon which the Empire plan to hold the galaxy to ransom with.

At the game's starting point, one of the droids, R2D2, has run away from his new master, and Luke sets off to explore the desert canyons for him, unaware that he may be embarking on an epic challenge, which eventually takes him to distant worlds. As Luke is guided across Tatooine, the fate of Luke and the Rebels is in your hands!

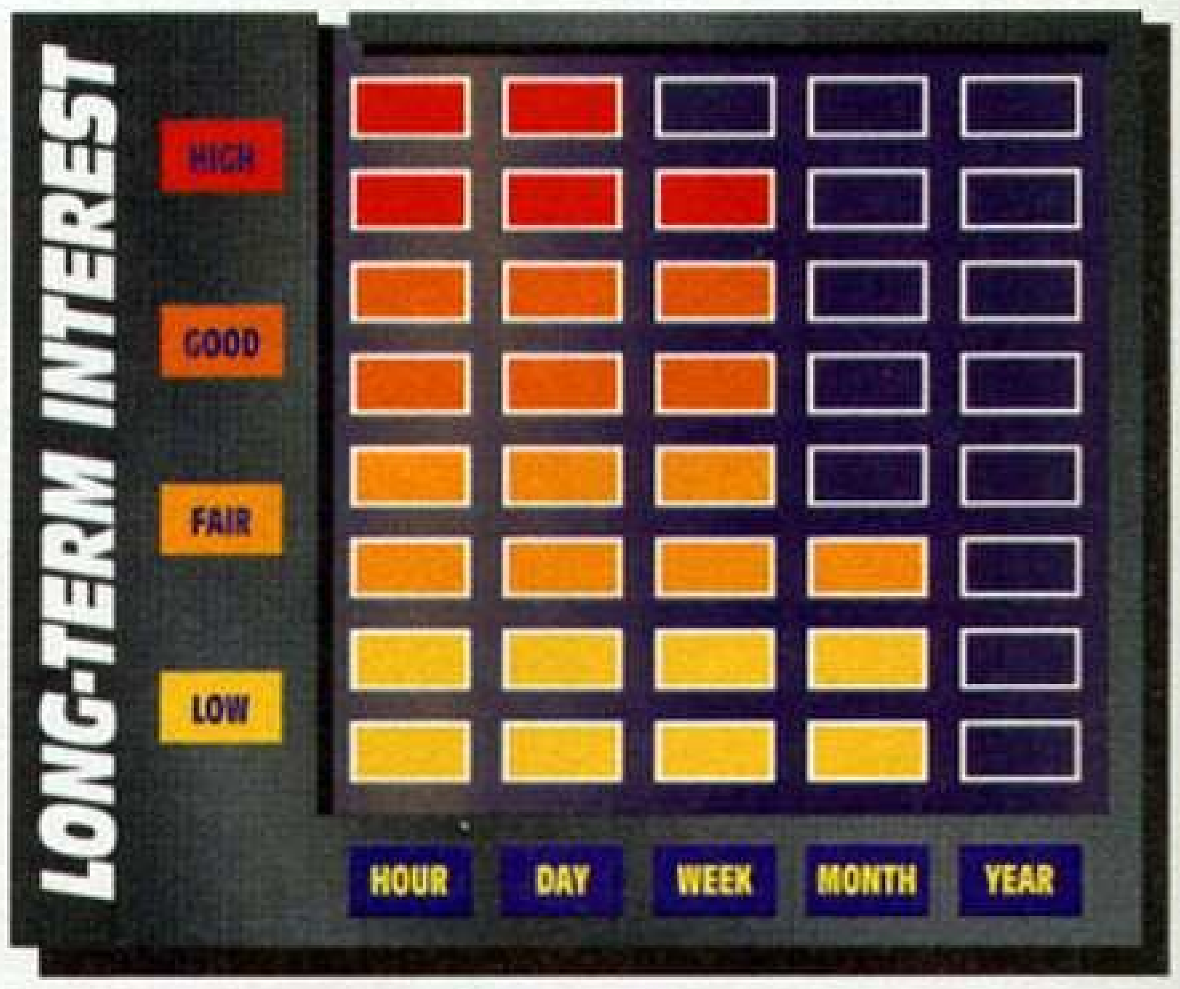


JUST DESERT

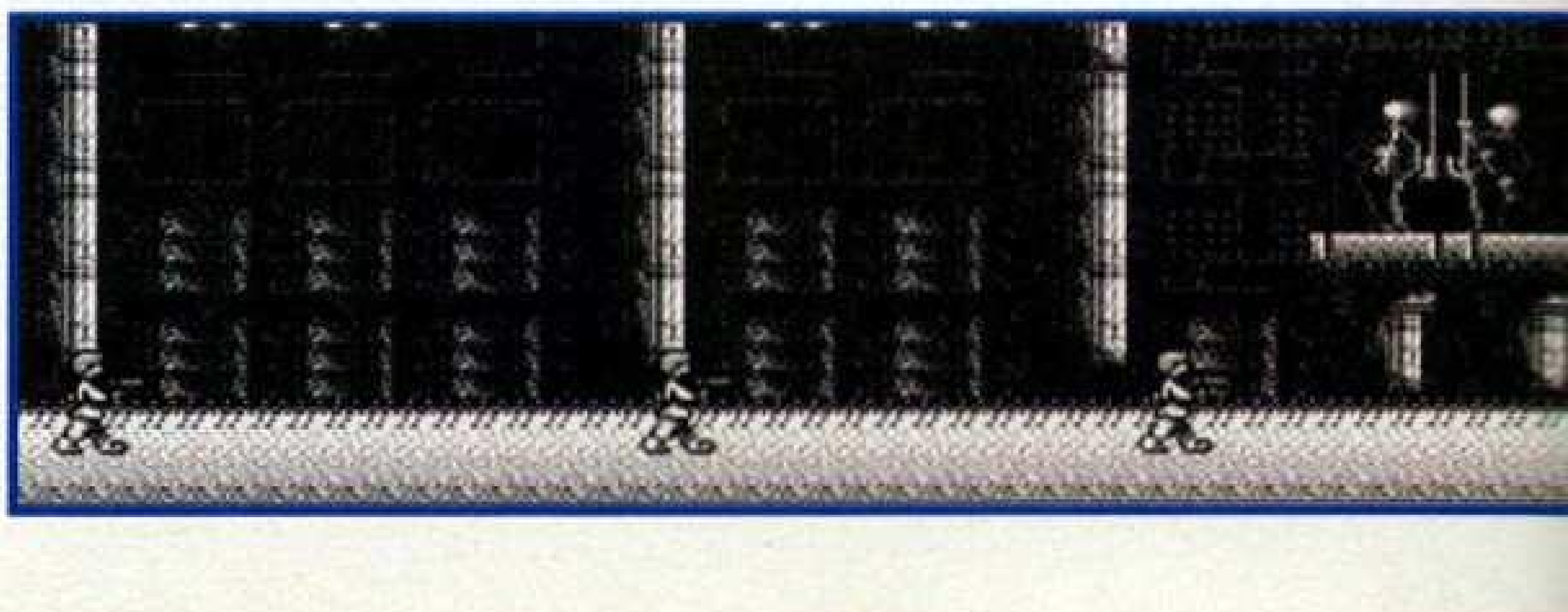
The planet of Tatooine is a vast, inhospitable desert and its size makes it impossible to explore on foot. Luckily, Luke has his own Landspeeder with which to cross the vast and potentially dangerous areas between caves. The speeder moves pretty nippily in eight directions, but is completely unarmed. This leaves Luke vulnerable to the marauding nomadic Banthas (bandit-like creatures) and the growing number of Imperial droids which shoot on sight.

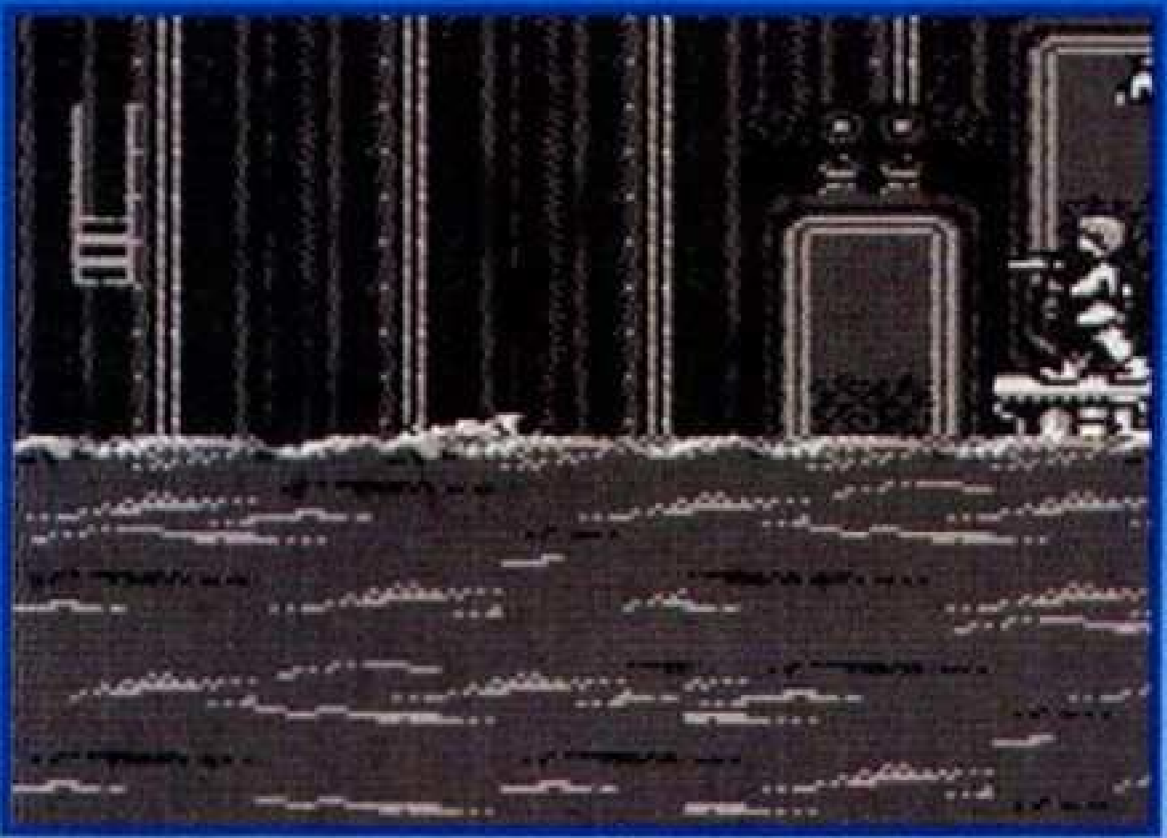


▲ Although it was Ben Kenobi who destroyed the forcefield generator in the film, in the game it's down to Luke to clear the way to the next stage.

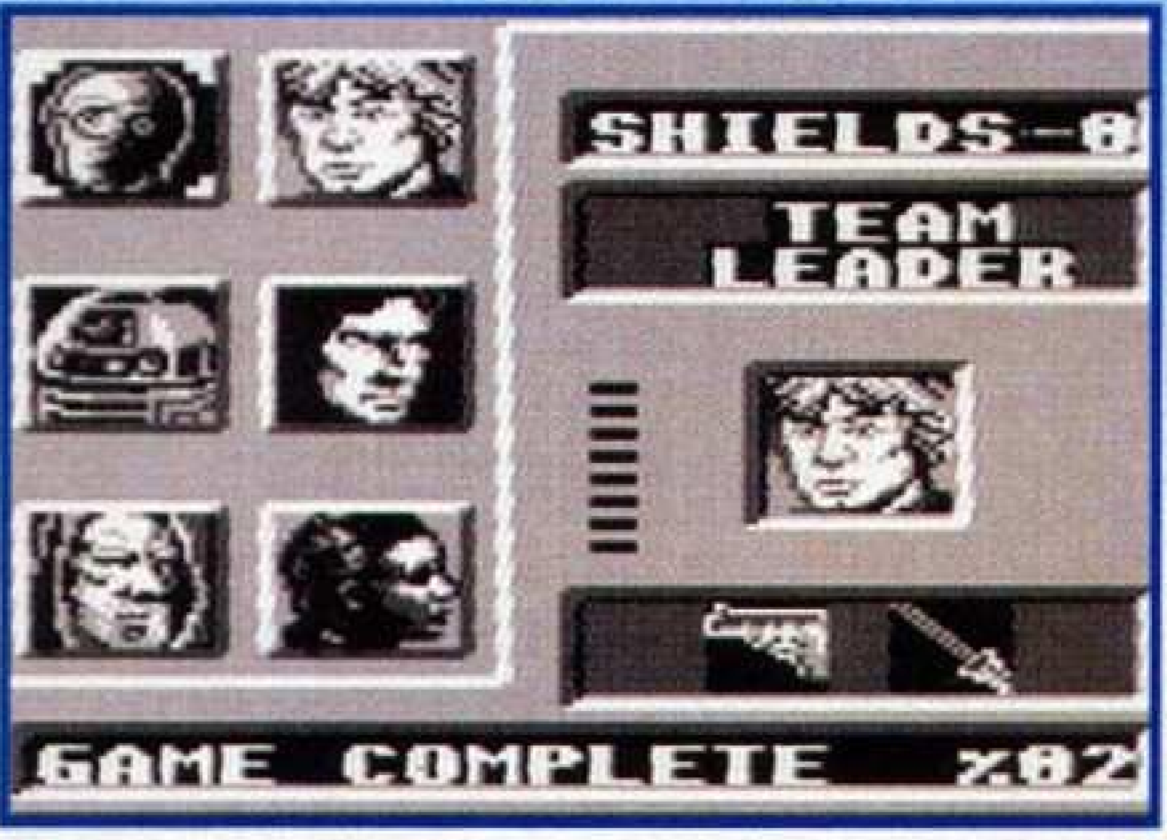


▼ Luke takes a somewhat deadly stroll through the platform -laden cantina at Mos Eisley. You won't more perilous collection of villains anywhere else in the universe. The cantina also features a rather smart 'lounge' band. Green Greedo and his unsavoury cohorts stand between Luke and his rendez-vous with Han solo.

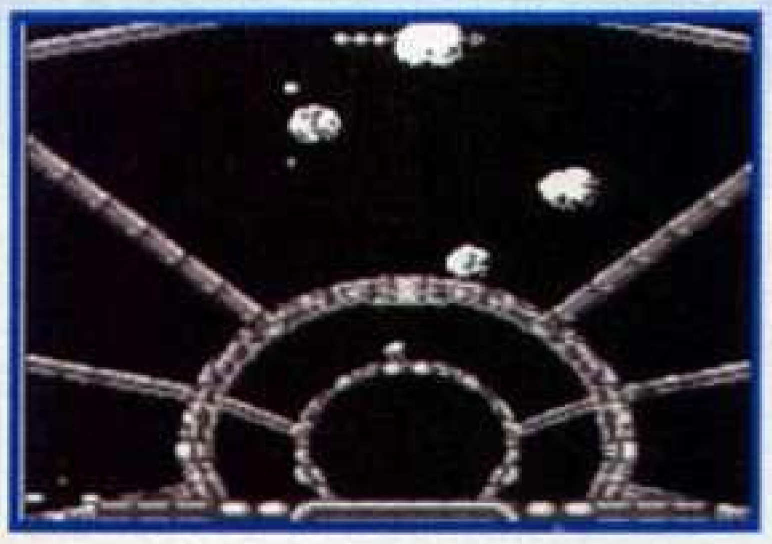




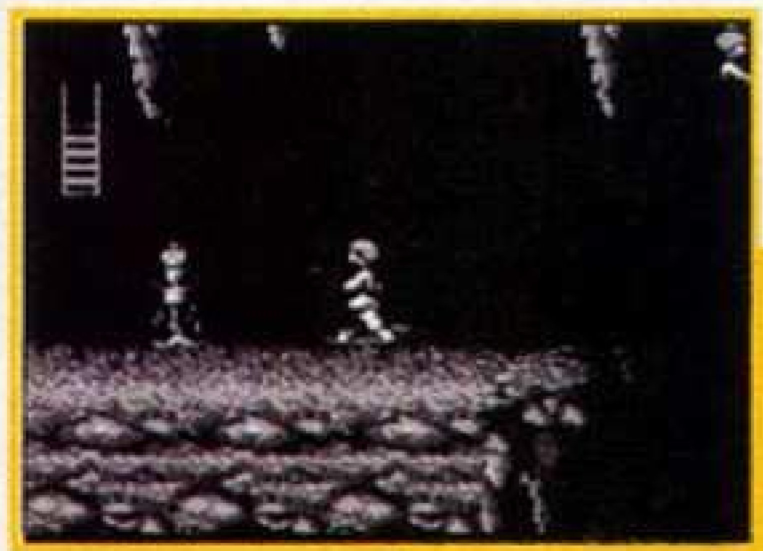
▲ The waste compactor and its deadly inhabitant...



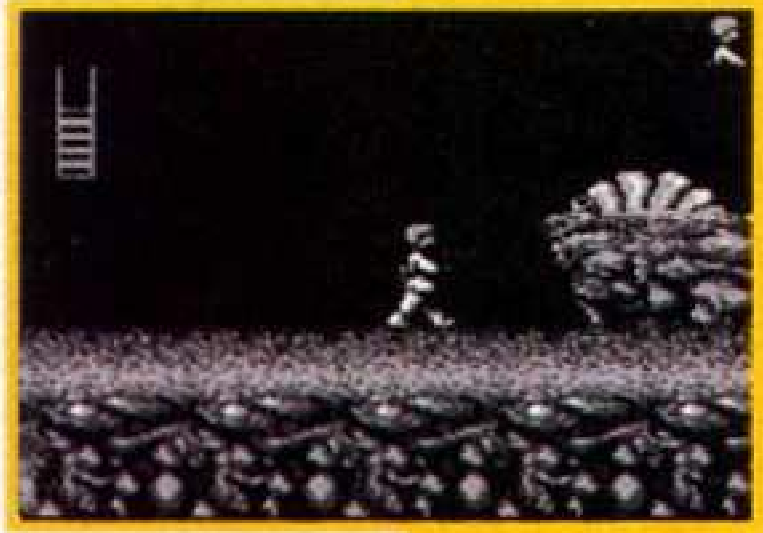
▲ Luke is not the only character you get to 'experiment' with during the course of the action. In fact, five other people have a key part in the proceedings. The two droids can't actually be controlled, but finding R2-D2 is essential for progressing within the labyrinthine Death Star. You also need Han as he is the only person capable of flying the Millenium Falcon. In addition, the Princess takes charge when you rescue her. Finally, there is always Obi-Wan Kenobi when you want to listen to some esoteric mutterings about 'ripples in the Force' and other such guff.



▲ After warping away from the Empire's pursuing TIE Fighters, Han, Luke and Co find themselves in a deadly asteroid field.



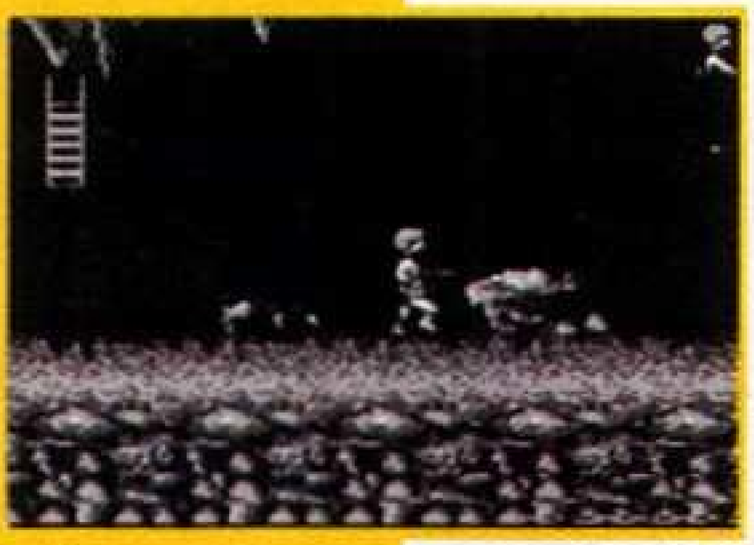
▲ Would you trust a hermit who offered you an all-expenses paid business trip? Luke does.



▲ Here Luke faces the unspeakably hideous rock-type creature with no name. Kill, kill, you fool, maim.

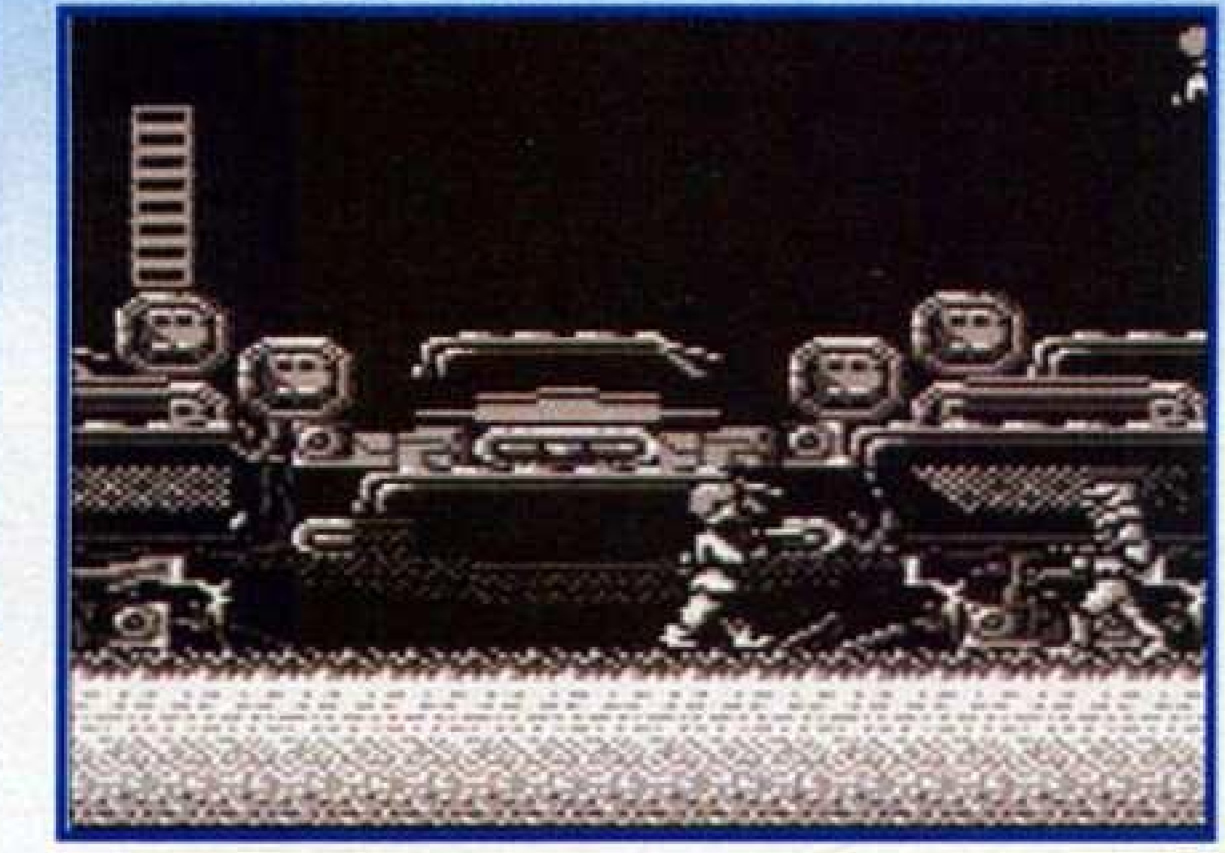
CAVERN CAPERS

Although Luke explored the caverns as a kid, his purpose for searching them now is much more serious. The caverns contain strange crystals which serve a mysterious purpose later in the game. Much more important, though, is the task of locating Ben 'Obi-Wan' Kenobi, the mysterious hermit who seems to have a claim on the droid R2D2. Find him and he'll make you a stunning offer - an all-expenses paid trip to Alderaan!



CREATURE DISCOMFORT

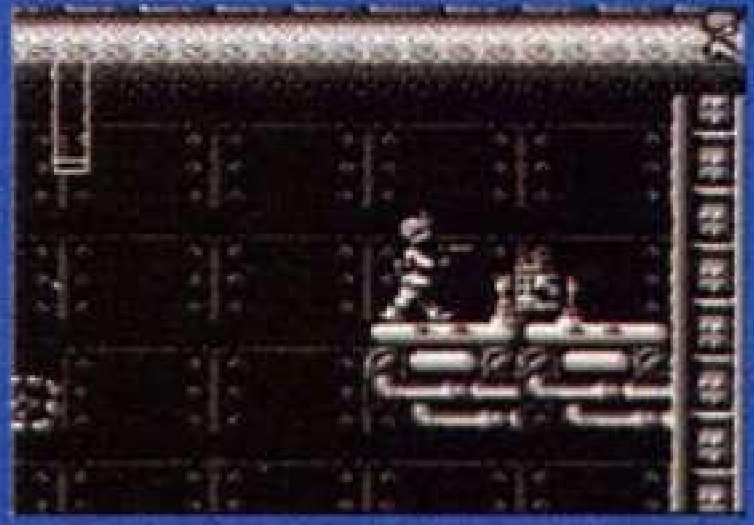
Tatooine 'boasts' some strange galactic life-forms. Out in the open, the grotesque Banthas roam the rocky canyons, as do the ugly Jawas: techno-scavengers who live in colonies, selling old droids for scrap. Inside the caverns you find these curious little men on the lookout for booty and old droids they recondition and sell as farm hands - as in the case of R2-D2 and C3-P0. In addition to these two nomadic races, strange giants live in one cave, impervious to all but light-sabre attack whilst sand-maggots crawl along the platforms in another.



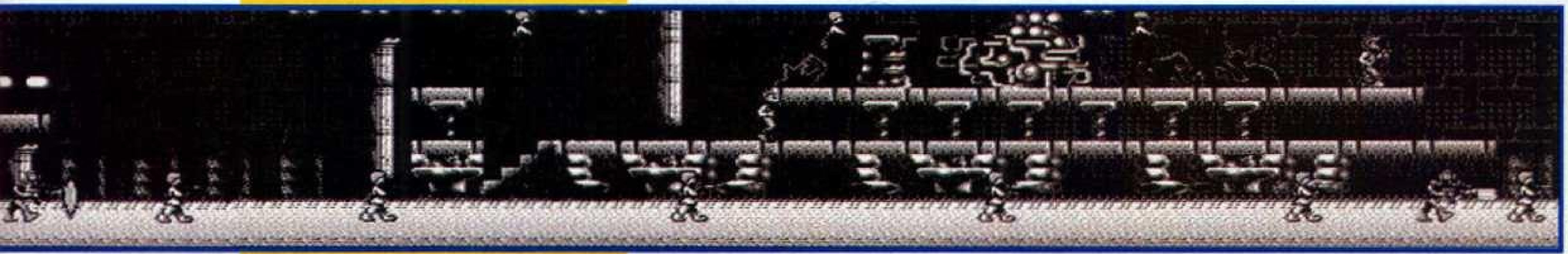
▲ Luke comes face to face with one of Vader's Stormtroopers.

CREEPIN' CRAWLIES

Not a million miles from your starting point is the Jawa's Sandcrawler, whose position is located by following the tracks it leaves. Hidden in the colossal ship's depths is R2-D2, whose recovery is vital to your mission. To get to him means negotiating the machinery of the crawler including speeding conveyor belts, vacuum lifts and metal crushers. All this and having to avoid the angry Jawas themselves too!



▲ The Sandcrawler is littered with scrap droids and similar obstacles, and, even deadlier, the gun-toting Jawas themselves.



FORCE FULNESS

Items with Force powers lie around Star Wars' many levels. Rumour has it these powerful objects have been left untouched because of the secret nature of 'The Force'. Only those initiated in the way of the Jedi are able to recognise, and use the items, which include:

ENERGY PILL

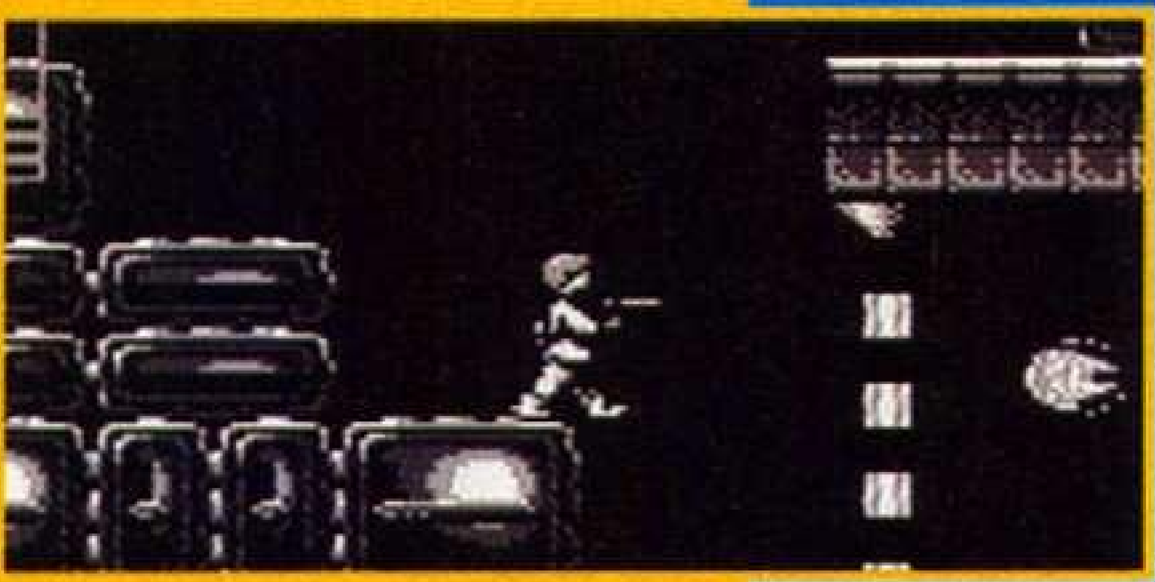
Two sizes - small and large - which replace lost segments of your energy bar.

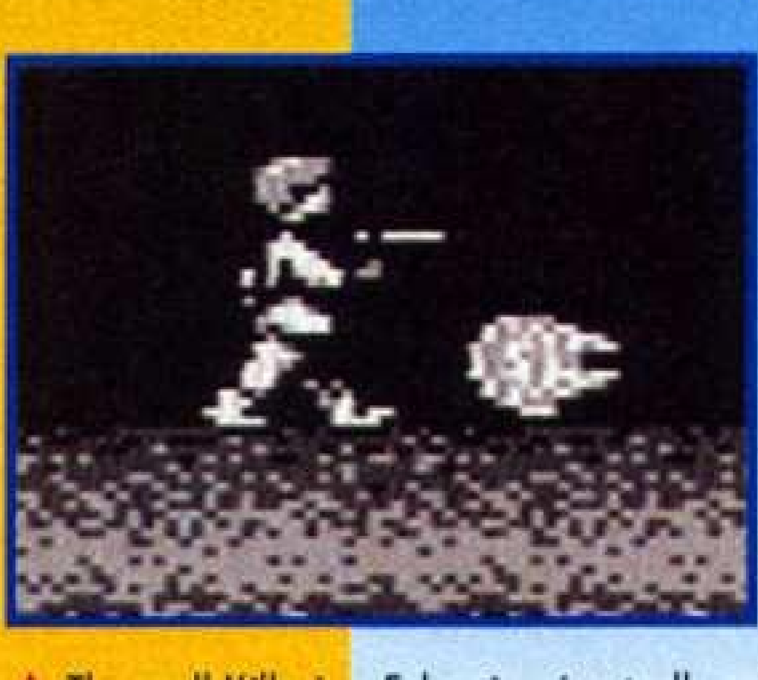
GUN

Increases your powers of combat.

SHIELDS

These become useful when flying in the Millennium Falcon. Each shield protects you from one asteroid impact/shot.





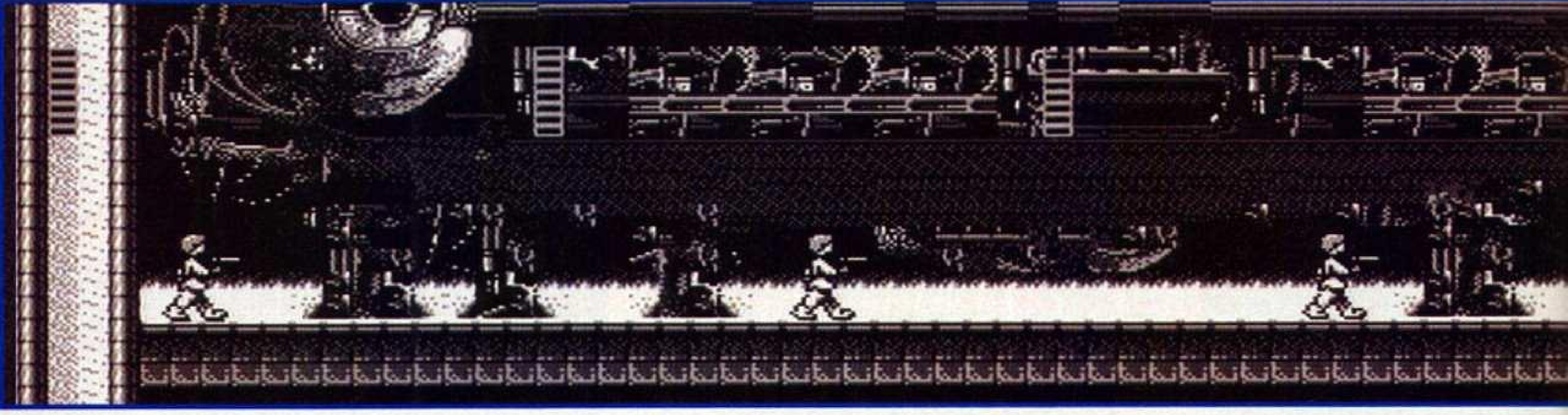
▲ The small Millenium Falcon icon is actually a shield unit which is installed in Han's ship and enables it to withstand one asteroid or laser hit for every icon collected.

MOS EISLEY

The Spaceport at Mos Eisley is the only place to go if you want to get off Tatooine, but it also attracts rather dodgy characters. Smugglers, racketeers and pirates are the main clientele. However, as these are the only people brave enough to run the gauntlet of the massive Imperial presence and the battalions of Storm Troopers, it's hardly surprising it's not a place for softies. The first place to go to arrange your passage is...

The Cantina. In this shady den, music plays on in the background, while deals are made in gloomy booths. You're looking for Han Solo, the guy who might just take you to Alderaan, but you have to avoid Greedo and his henchmen to get to the far side of the Cantina. Once you find Han, it's time to head for...

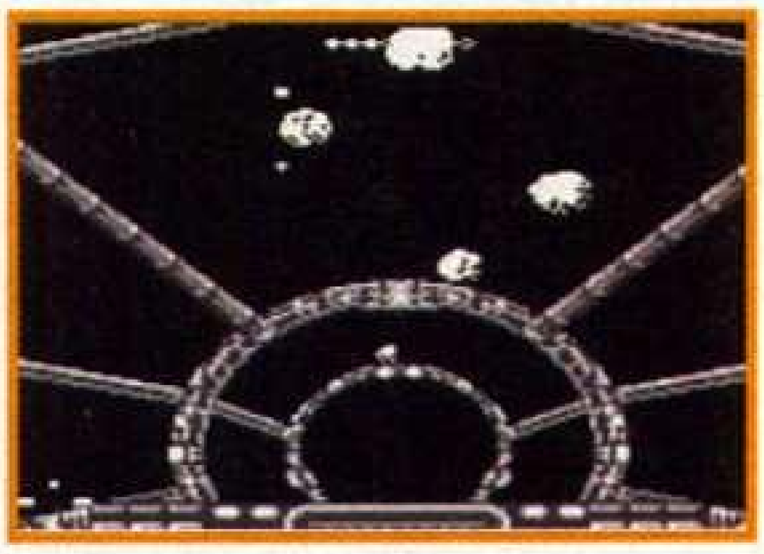
The Hangars. With Imperial guards in hot pursuit, Luke and Han race to Han's ship, the Millennium Falcon, which is parked in Hangar 59. A troop of Storm Troopers stand in your way, and the Spaceport's laser security system also needs to be negotiated. You know when you've made it when the majestic figure of the Falcon comes into view, before blasting off without further ceremony.

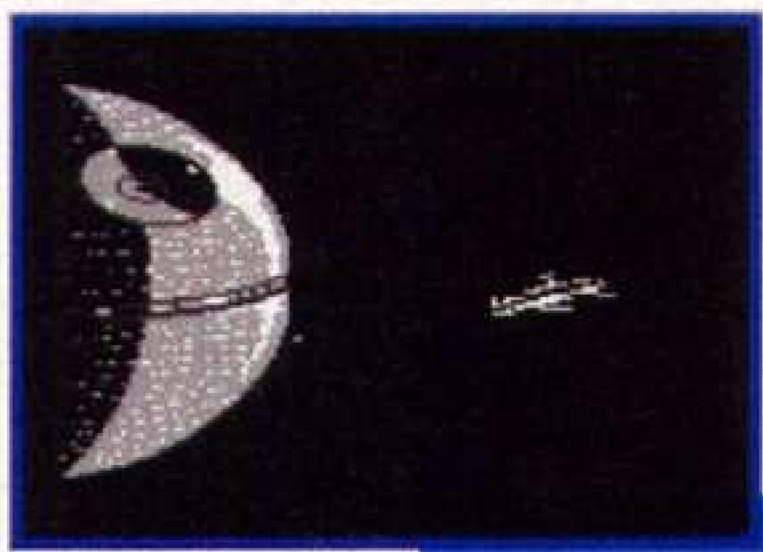


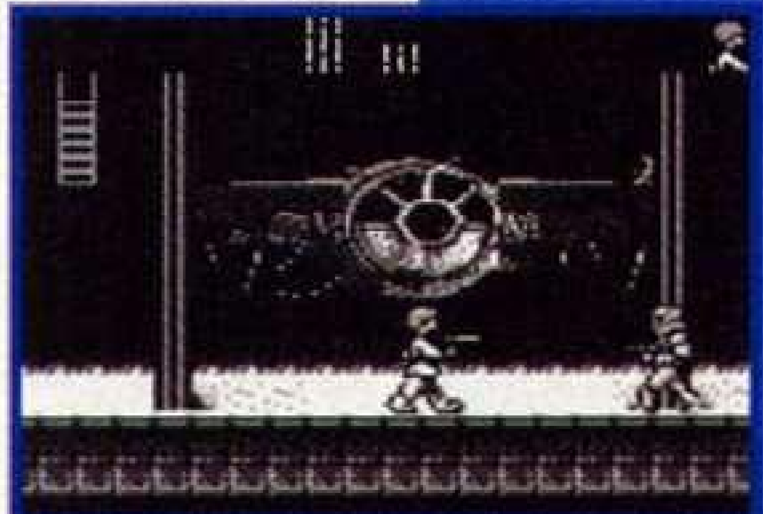
▲ Having made it to the Empire's all-powerful Death Star, Luke's search of its many corridors eventually takes him to the Millenium Falcon.

COMMENT

I raved over the NES version and think this is almost as brilliant. The graphics are excellent, with miniaturised Star Wars characters, intermission screens and backdrops that clearly correspond with their film counterparts. The tunes are great too, and add to the movie-like ambience. The only gripe I've got is with the asteroid level, which can be completed easily by constantly going in one direction. Other than that the playability is superb, with a nicely graded difficulty level that allows you to get a bit further with each successive play without either getting bogged down in one particular scene or conquering great tracts of the game in one sitting. Because of this the game is highly addictive, and the sheer size of the playing area means that there are weeks of intensive play in there. If you're a battle-hardened player looking for a big and challenging epic, this is the one to put at the top of your shopping list!







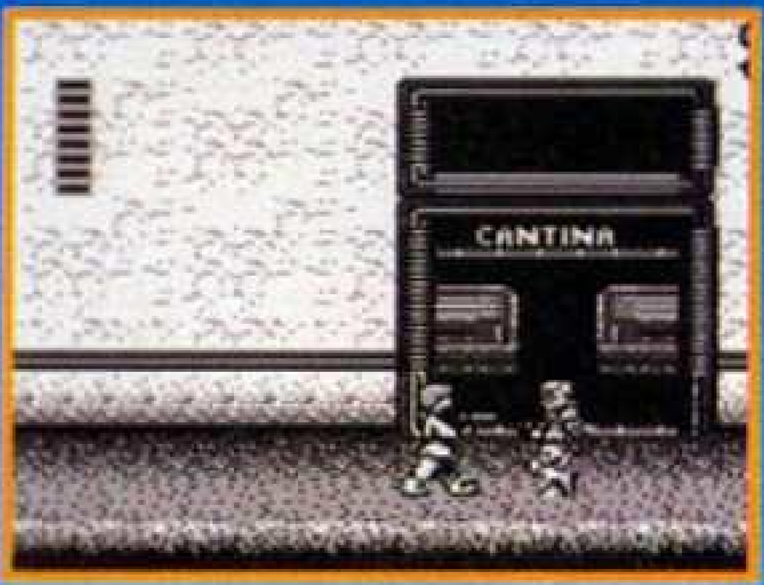
▲ Travelling between the game's many planets is a hazardous business with asteriods, forcefields and TIE Fighters to contend with.

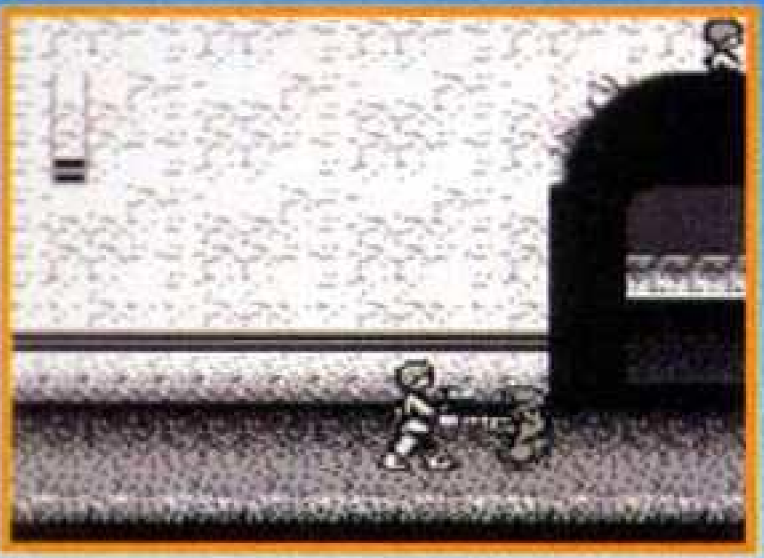
PIGS IN SPACE

After you blast-off from Mos Eisley, the space police are in hot pursuit with a charge of harbouring fugitives and not paying parking fines. Han's ship has light speed facilities which should put enough space between you and them but, unfortunately, the Falcon ends up in the middle of an asteroid storm. Taking control of the Falcon, your task is to avoid the asteroid field until you eventually reach Alderaan. Han's ship is equipped with a limited number of shields which allow for several hits, but if these are lost the ship explodes and it's 'Game Over.' Of course, you never reach Alderaan because suddenly a strange force begins to pull you in towards the Death Star...

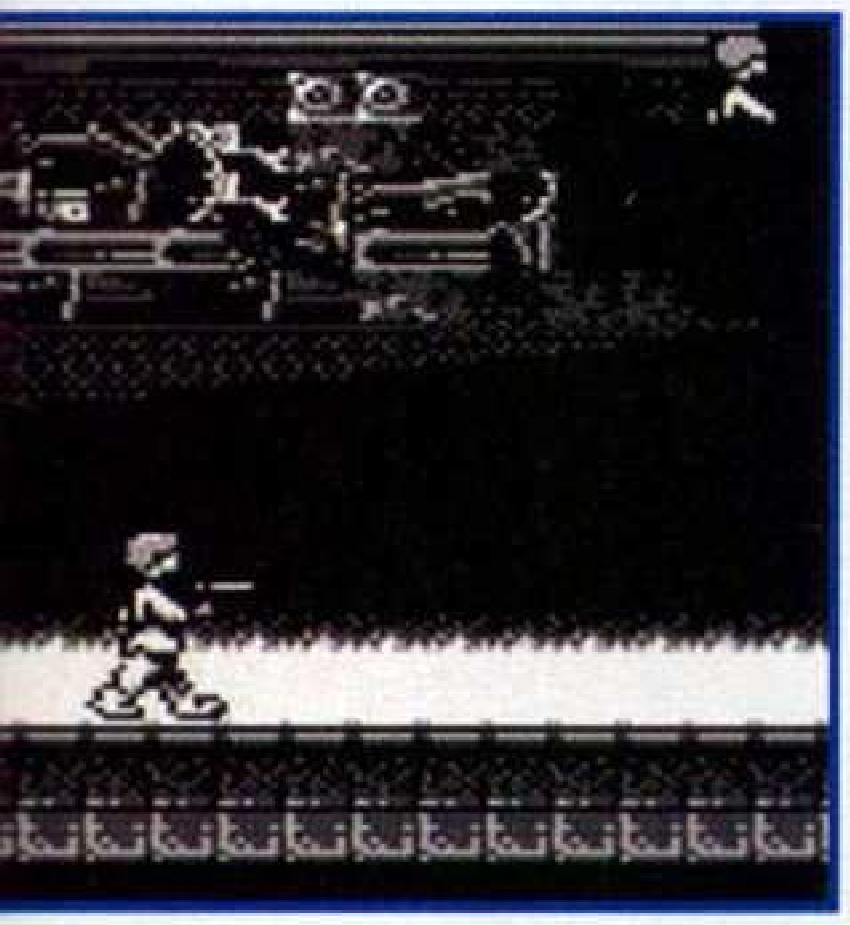
THE DEATH STAR

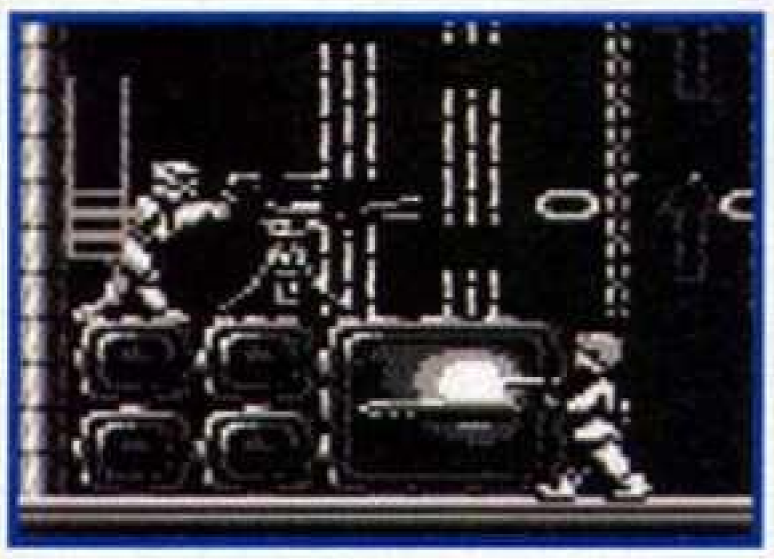
Unhappy chance leads you right into the heart of the enemy. After fighting your way out of the landing bay, you'll find yourself lost in the many connected corridors of the Death Star - all of which are guarded by patrolling Storm Troopers. Your first task is to attain an idea of where you're going by using R2-D2 to tap into the Star's central computer, and this then takes you to a confrontation with the Tractor Beam. This has to be destroyed to enable you to escape the Death Star.

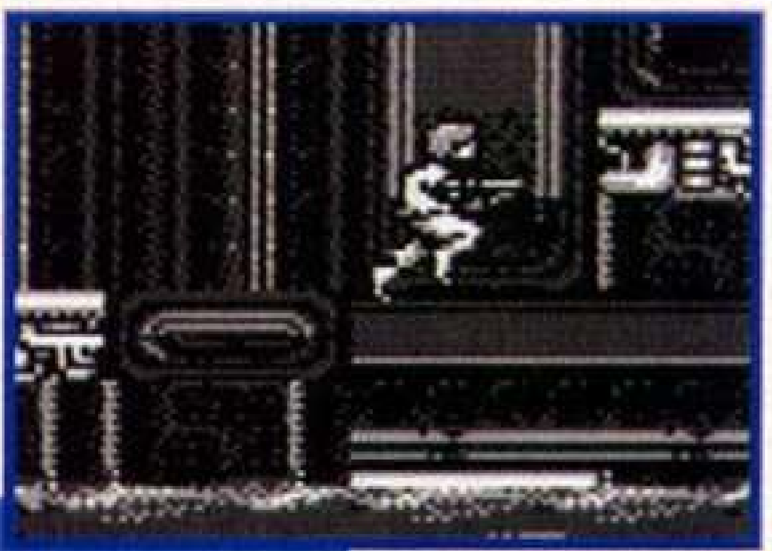


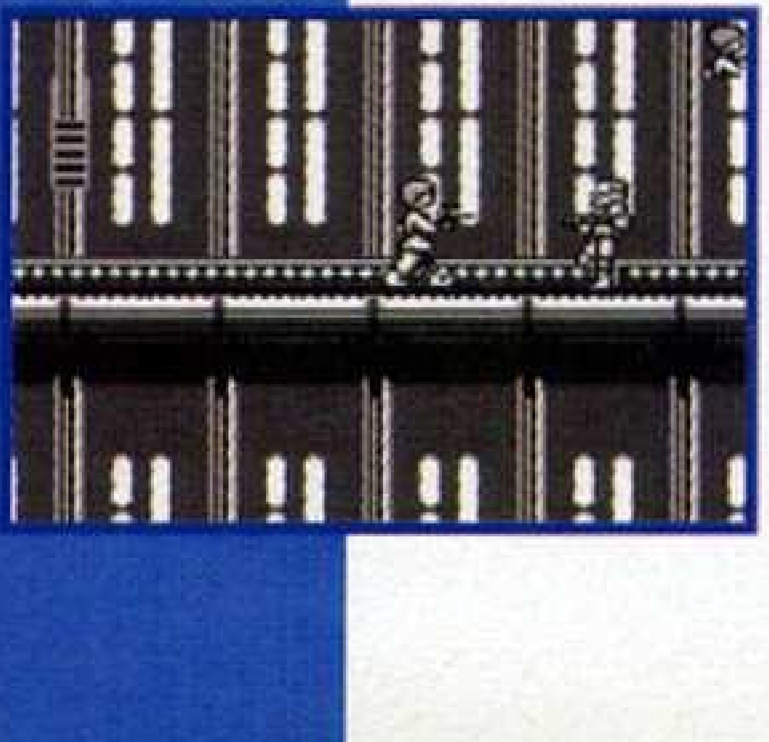


▲ On the barren planet of Mos Eisley, Luke's fateful meeting with the infamous smuggler, Han Solo is being delayed by the many roughnecks who also frequent the planet's Cantina meeting place.









How To Control

Although several different modes are used to control Luke, the joypad guides each character, Luke's speeder, the Millenium Falcon and the X-Wing at the end of the game.

A	JUMP
B	FIRE/RUN
S	**START BUTTON:** PAUSE
S	**SELECT BUTTON:** CHARACTER MENU

How To Play

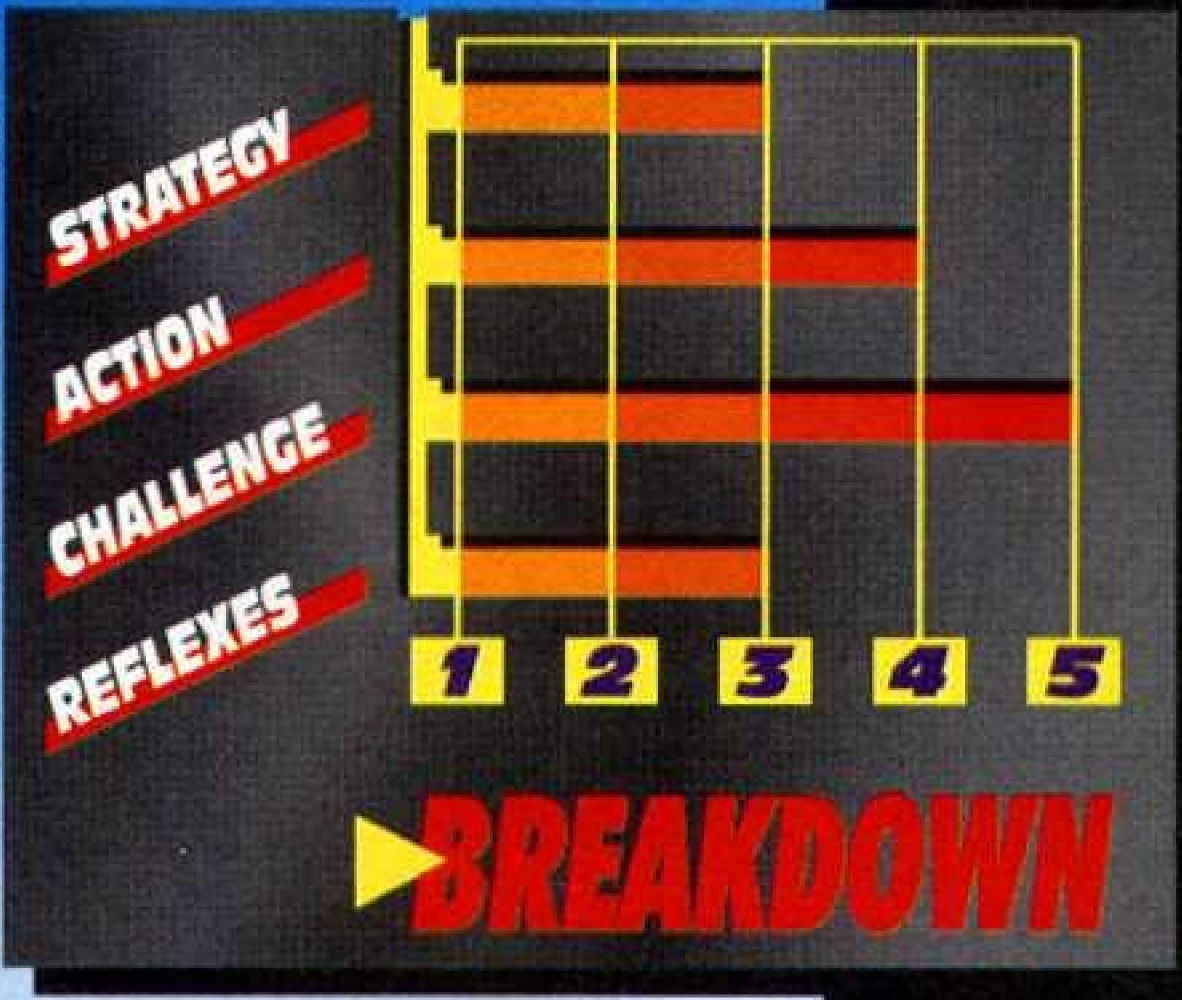
Star Wars combines platform-based antics with shoot 'em up ideas, whilst also mixing several puzzle elements into this heady mixture. Luke's aim is to infiltrate the Death Star and eventually cause its destruction by locating and attacking its weak spot.

COMMENT

GUS

Approval has come from all the office corners (including my own) for the presentation of Game Boy Star Wars. Despite the obvious colour limitations, this is an exact replica of the NES version in terms of graphics, animation and structure. Considering how well the original was received, I'm sure this handheld version is going to be just as successful. The game itself is very good, and is a well-presented mix of styles which manage to capture the atmosphere whilst still sticking reasonably close to the movie's plot. I have to confess to having a lukewarm response to most new platform games unless they have some startlingly new features, and Star Wars isn't really ground-breaking in any department. However, it's better to do something unoriginal well, than something new badly, and that's what has been achieved here. The game difficulty is a real plus point, ensuring a long-term lasting appeal. I'd also say that wanting to see the plot develop (even though we all know it off by heart) makes for compulsive playing. There are a couple of bits - the speeder section, the asteroid field - which I could've done without. But the overall impression is of a high-quality, highly playable platform game for the Game Boy.

RATINGS



PRESENTATION

▲ No options, but the in-game screens recreate the film perfectly.
▼ Restarting games from scratch after each session is a bit of a bind.

83

GRAPHICS

▲ Excellent backdrops and sprites with loads of variety. The different game styles make for rich and varied game, too.

90

SOUND

▲ Just about every Star Wars tune you could think of, with the famous Cantina music played as you search for Han.

81

PLAYABILITY

▲ The large level layouts and puzzles force you to think about where you are heading.
▼ It's initially quite difficult, and certainly not a novice's game.

90

LASTABILITY

▲ The play area is absolutely massive, and features virtually every scene from the film.
▼ It's doubtful that you'll ever play it again after completion.

85

OVERALL

A superlative platform game that contains all the thrills, spills and drama of the blockbusting sci-fi film. A must buy!

89

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INTER ACTION MAILBAG

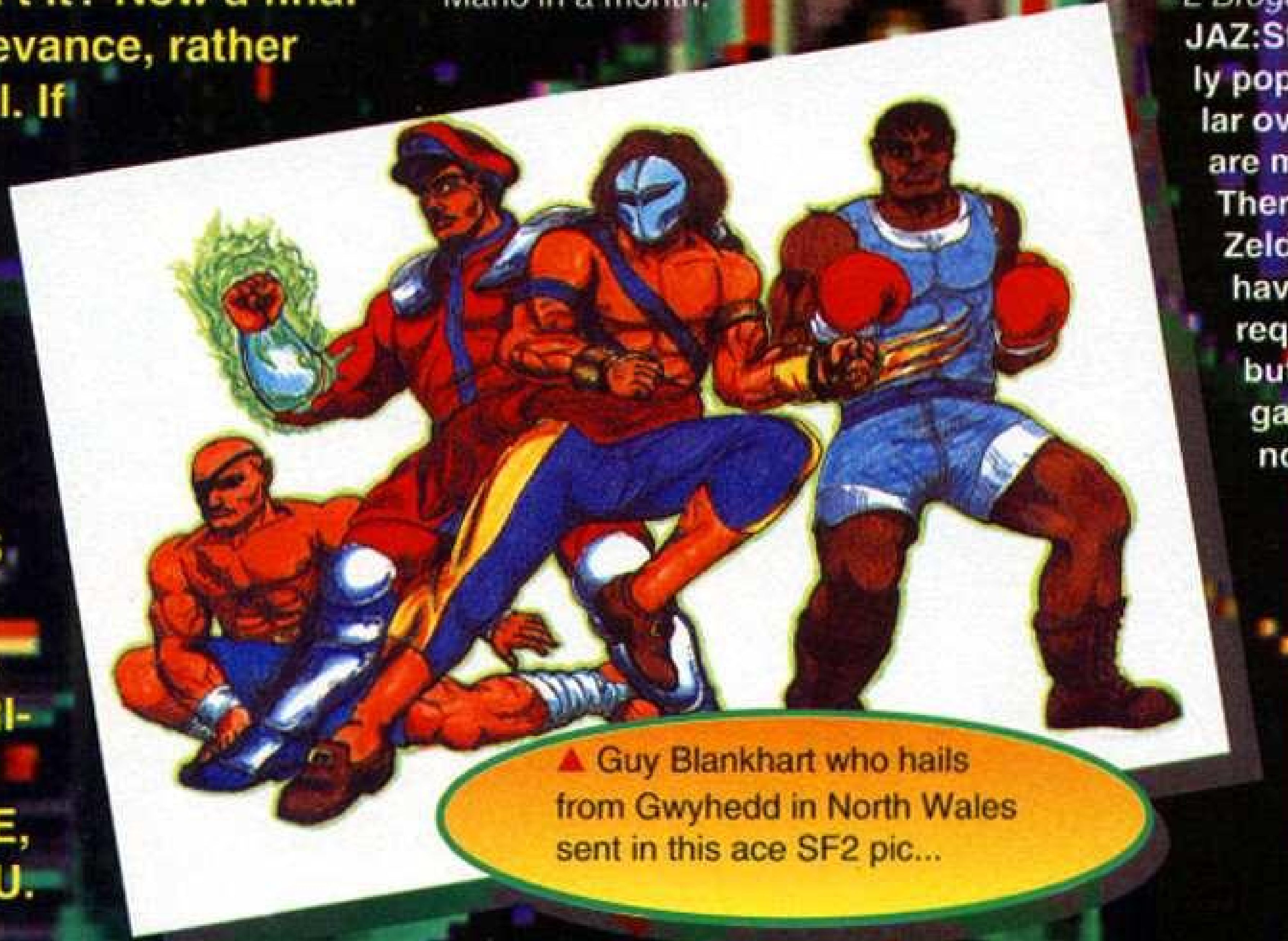
The excitement mounts! The sack is opened. And the veritable letter answering fest that is the NMS mailbag begins. Such fun! Such frolics! Now, what else can I write to fill up this introductory space at the beginning of this particular part of the magazine! Hmmm. Actually, I think there's enough now. Dreadful! But hey! It worked, didn't it? Now a final few lines of real relevance, rather than spurious drivel. If you've got something to say, have incriminating photos or fun-filled pictures, send 'em in to: SUEDE ARM PATCHES CATALOGUE TROUSERS AND SHOES LIKE DEAD FISH NOSES MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BORED GAMES

Dear Jaz,
I've read about all these super beat 'em ups, shoot 'em ups, and platformers, etc, and find them on the whole very enjoyable. I have several of these styles of game, but find that, once I have beaten them, I lose interest. For instance, I beat Super Soccer in two weeks, Mario in a month, Super R-Type in two weeks, the Addams Family in a week, and Super Tennis in two weeks - when will a company come up with a strategic game where you command an army. I played a game similar to this sort of thing on a humble Spectrum when they were all the rage and, although it was very simplistic, it was one of the most tense and exciting game I have ever played. It was something that needed thought and not just speedy reflexes.

L Brogan, Portsmouth

JAZ:Strategy-type games are amazingly popular in Japan, but not very popular over here. It seems that UK players are more action and arcade oriented. There are role-playing games like Zelda III and Sim City which certainly have plenty of lasting appeal and require brains more than reflexes, but for real hardcore strategy games the future looks bleak for now.



▲ Guy Blankhart who hails from Gwyhedd in North Wales sent in this ace SF2 pic...

SCORES ON THE DOORS

Dear Jaz,
I have to admit that I wasn't too happy abut MEAN MACHINES splitting in two, but when I bought NMS my mind changed. But there's a couple of things I'd like to know.

First of all, what has happened to Rich, Oz, and Rob? Next, will there be an award for outstanding games, like the old Mega Game award? If so, how about considering another award which could go alongside the Mega award - a recommended game award, for instance. That way, the recommended award could go next to the Mega Game award if particular games would appeal to gamers who don't normally play that sort of game. For example, I like all types of games, but I'm not very keen on RPGs and last month Zelda III got a gobsmacking 96%, and I still wasn't sure if I would like it or not. The new award could then help people like me make up our minds.

Since you also have the new game index, how about updating the percentages of the games once in a while so that we know how older titles compare with new releases. So, for instance, if Pilot Wings has 90% one month and a new batch of flight sims get 95%, the following month Pilot Wings will score less to allow room for new advancements in gaming. Finally, I also noticed that the games reviewed are more or less official releases. Will you be reviewing import games or peripherals? That's all, but keep up the good work!

Quyen Lam, East Kilbride

JAZ:Oz and Rich are now permanent staff on MEAN MACHINES SEGA, so you won't see them in NMS, and Rob has left us to go to University and become a clever clogs. As regards your other suggestions, we're currently putting together loads of new ideas to make NMS an even better magazine! You'll be pleased to know that all of your ideas have been carefully put into the melting pot.

OOH, WE'RE SO SCARED

Dear Jaz,
MEAN MACHINES - an excellent magazine! NMS - utter, utter, utter GARBAGE - what a disappointment! I was really looking forward to it, but what a major let-down. Talk about toeing the the party line; you have basically become a spokesman for Bandai/Nintendo UK - who are just a joke as distributors go. Your 'fact' that SCART US Super NES machines do not work, even with an expensive UK SCART TV is utter rubbish. Did Bandai pay you to print that? Fact: the US Super NES - which admittedly isn't exactly pretty but is far superior to the UK PAL version. This is recognised by every other Nintendo-based console magazine, so why lie? Ever heard of deliberately misleading the reader? I look forward to seeing this being printed, and please note that a copy of this letter has been sent to every one of your

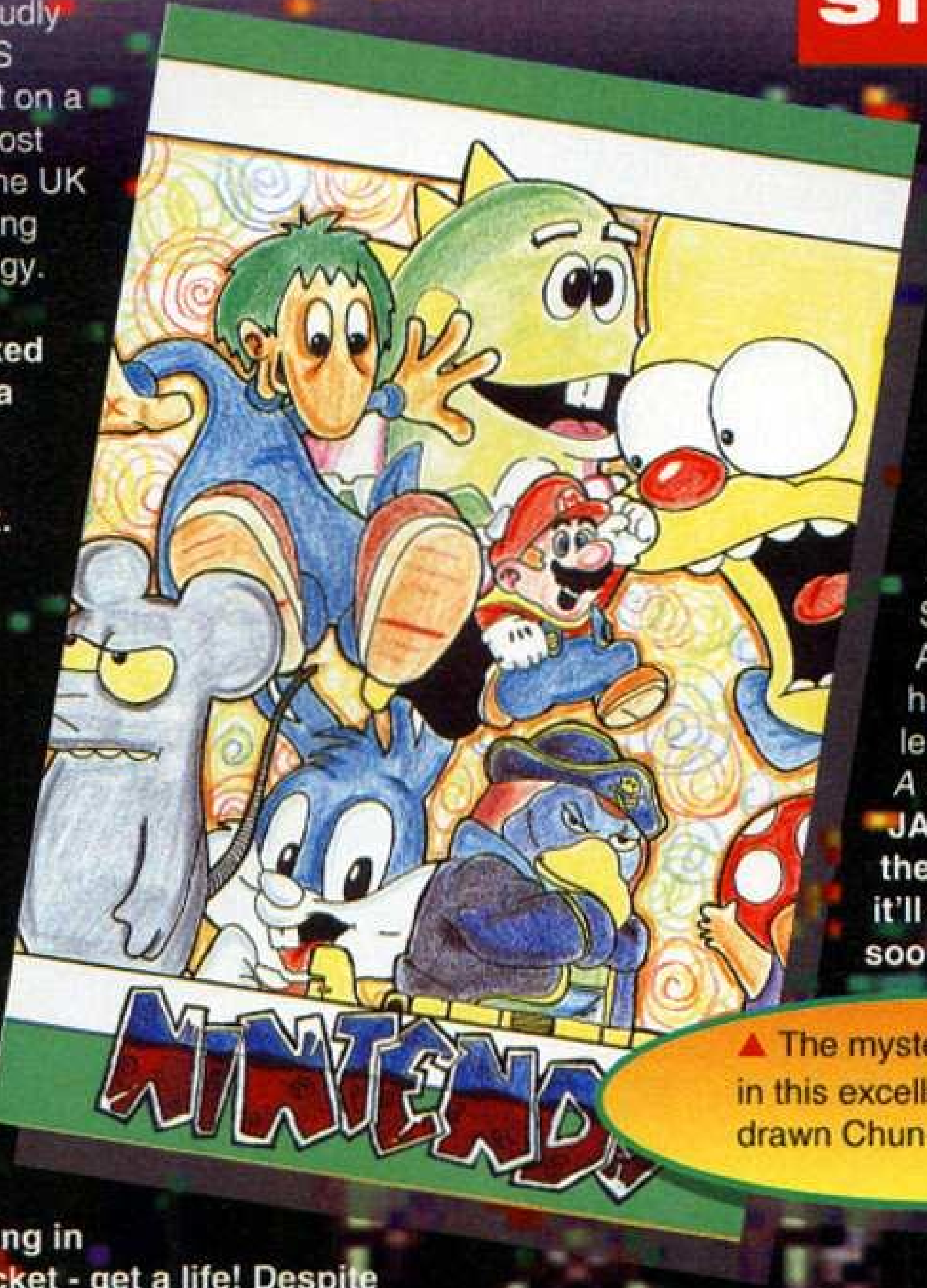
rivals.
Yours in disgust but proudly owning a US Super NES which works to its fullest on a UK SCART TV, which cost less than £200. I think the UK console magazine reading public deserve an apology.
C Murray, Slough

JAZ:Doh! You've worked yourself up into such a stupid fantod you've completely got the wrong end of the stick. Fact: a Super NES bought from the USA "off the shelf" (which is what I was talking about) will NOT work properly on a SCART TV. You have to get it modified (usually by a grey importer) to get a proper picture. I think the UK console-playing public deserve an apology for your insolence and incorrect facts. As for these gripes about being in Nintendo/Bandai's pocket - get a life! Despite what petty whinges you may may have heard in other mags, we are totally impartial in our reviews and Bandai have no say on scores whatsoever - would they have let The Blues Brothers get 40% otherwise, and if that's the case why didn't Mario Kart and Mario Land II get 100% apiece? It's funny how other mags gripe about our 'official' tag, as they all went for the licence too - sour grapes, perchance? The day we compromise our editorial integrity is the day we give up computer journalism for good. So stop your petty griping and concentrate on more important things - our many exclusive reviews and previews, for example...

STREET FIGHTER 2 DEAR

Dear Jaz,
I am absolutely disgusted to hear that Nintendo are charging £64.99 for an official copy of Street Fighter II. What a joke! For £45 you can get an imported copy and, furthermore, in America you pay as little as £25 for a copy. However, to run one of these imported versions on your official Super NES you need an adaptor, which break official machines - meaning you have to buy the stupidly expensive UK version. Nintendo know this and therefore put up a rip-off price so they can make a fat profit. Surely even your average Goldfish would know that was wrong. I hope you see my point as I bet that every other official Super NES owner feels exactly as I do.
David Himelfield, Prestwich

JAZ:To be honest I also think that £64.99 is far, far too much to pay for any game - even one as good as Streetfighter II. Hopefully nearer Christmas the game will be available at a much lower and more reasonable price.



STERLING STUFF

Dear Jaz,
When I read about MEAN MACHINES splitting into two I thought that the mag would lose its fine quality. But when I bought NMS I wasn't disappointed. You seemed to have retained your excellence and in some respects improved! I own a Super NES and never before has there been such excellent coverage for the machine. There is so much on each page, I don't know where to begin. It's about time a decent Nintendo mag was released after the sad, shambling and immature attempts made by certain other people - well done lads! You've done us proud, and keep it up!
Just one final question: I rang Games Galore and they said that Super MegaMan on the Super NES would be released in America on December the 1st. When will it be released over here, as it is one of my favourite games and should be an excellent conversion?
A Paulson, Lincoln

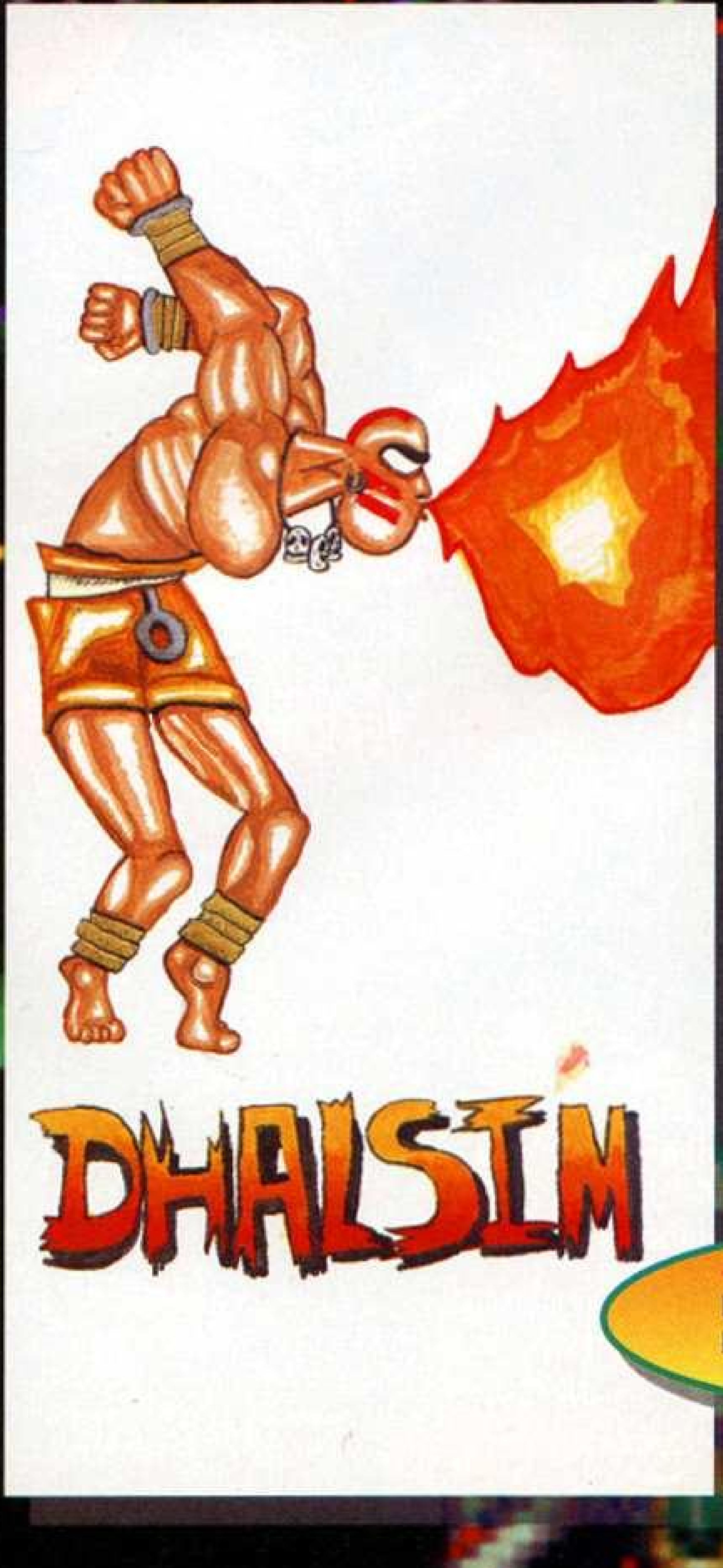
JAZ:An official release date is yet to be decided, but because the game is so brill and MegaMan so popular, I should think it'll appear sometime early next year. We'll bring you details as soon as we get them.

▲ The mysterious KHM sent in this excellent computer-drawn Chun-Li.

SAME OLD THING

Dear Jaz,
Why is it that virtually every new NES release is a platform game? I've had my NES for two years now, and I've got running and jumping games coming out of my ears. Whatever happened to the good old shoot 'em up? Or even a decent RPG or two? Of all the really good games to be released of late, they all seem to be platform-based: Rescue Rangers, The Addams Family, plus any other you care to name. Please, all you development teams, give it a rest! I want a tasty blaster, or a top-notch beat 'em up - and not with platform sub-games either...
James Gardiner, Tyne And Wear

JAZ:I know what you mean. There's nothing more annoying than seeing a software house sign up a brilliant licence that has loads of potential and then squander it on an unoriginal, formula-written platform game. New ideas are needed to keep players challenged and interested - if software developers keep on releasing the same sort of games over and over again eventually players will lose interest and do something else.



▲ Miles Cadwallader's Dhalsim regrets eating that last curry.

INTER ACTION MAILBAG

SILLY OLD BARD

Dear Jaz,
Here's a poem:

Your magazine is cool,
I want to read it every day,
It's such a good price,
I just don't mind to pay,
You include everything,
Which makes me want to sing,
Your posters are so good,
All other mags are crud,
All of Nintendo is covered,
And fans just get smothered,
With so much fun,
You guys are as bright as the sun,
When it comes to games you are the best,
And beat all the rest,
Because you are the coolest, grooviest around,
With two strong feet on the ground,
You rule,
And you're cool!

Daniel Tse, Thelwall

JAZ:Wibble! Quack! After reading your 'poem' I had to be heavily sedated just to be able to answer coherently. Gibber! Whoop! Just promise me you'll never do another poem again. Whee! Gloop!

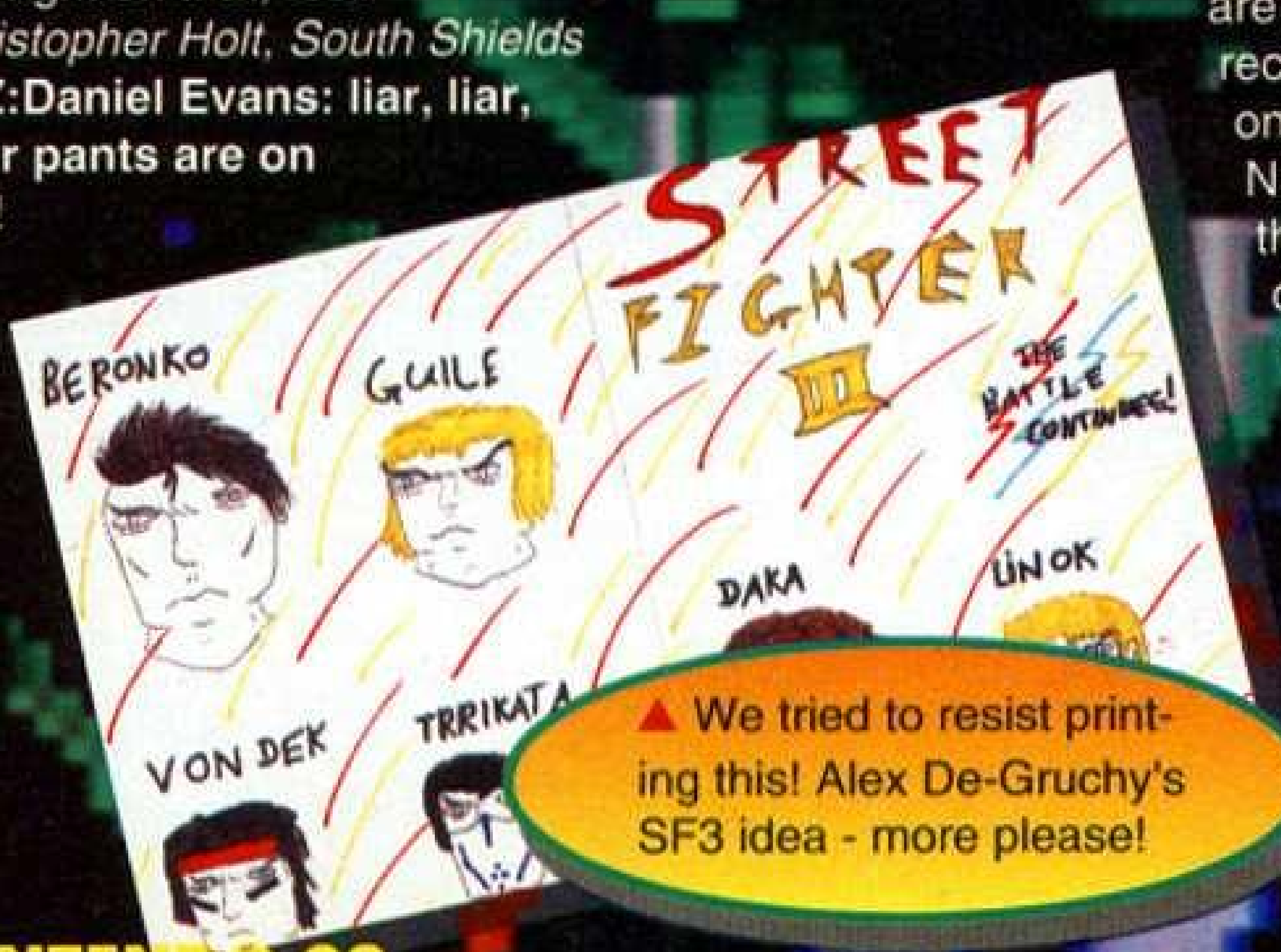
PATHOLOGICAL LIAR

Dear Jaz,
There is a pleb at my school called Daniel Evans, who says that he is in a club where he receives CVG a week before it is normally released. Nobody believes him, so please put him right on this. He also says you send him games to review, and you pay him a tenner for every review he writes. Can you put him right on that, too?

Christopher Holt, South Shields

JAZ:Daniel Evans: liar, liar, your pants are on fire!

▲ Matt Godfrey's mixture of Super NES heroes is nothing short of excellent.



▲ We tried to resist printing this! Alex De-Gruchy's SF3 idea - more please!

TRIVIAL PURSUITS

Dear Jaz,
I was quite impressed with your first issue, and I hope you lot will keep it up. One of the main reasons I bought my Super NES was for Street Fighter II. Surprisingly, though, you didn't review it in your first issue which is a pity as I like to know what you think of it. Whilst on the subject of Street Fighter II, I have a few translations which you may find interesting. For instance, did you know that Chun-Li means 'Beautiful Spring' in Chinese? Of that Ryu is Japanese for 'Dragon.' Also, Sheng Long is Jackie Chan's real Chinese name. Also, there is also a Japanese comic based on the Street Fighter II characters, which real fans should try and locate.

Ka-Hung Man, Bushey

JAZ:The Streetfighter II comics are hot property, but the ultimate swankaroo (which I got a friend to send over from Japan) is a special limited edition 270-page, full-colour hardback book (with holographic cover) all about Streetfighter II tactics. It's amazing and cost £15! When I get round to it I'll take a couple of pictures of it and print them in the mag. While I'm on the subject of Streetfighter II, apparently a Japanese TV company is currently putting together a Streetfighter II TV series - I'd really like to see that!

BOTTOM OF THE CLASS

Dear Jaz,
I am getting a Super Nintendo for Christmas. I would like to ask you three questions. The first one is, I am getting a Super Nintendo and I want to know what are the best games for them? Also could you recommend a price for my mum and I? The second question is, if you were to buy a Super NES what games would you get and would they be top class or bottom class? The third question is, if you were to buy a Super NES where would you buy it from and why? Sorry! could I ask you two more questions. The first one, what is your view on Street Fighter II and do you think Super Mario kart is better than Street fighter II? The second question, my Amiga's disk drive is breaking, what do you recommend. Is there going to be a new soccer game for the Amiga and is there going to be Sensible Soccer II? Please!! Please!! could you write back to my address or telephone me.

Jonathan Yates,York.

JAZ: Don't you read the mag? You'll find the answers to your questions if you did . As to recommending a fair price for you and your mother... well I hardly know you so I couldn't possibly hazard a guess as to your collective worth. If I were to buy a Super Nes game, do you really think I'd by a bottom class one? Doh! As for your Amiga troubles. Take a look at the cover of this mag, does it say Amiga on it anywhere? Grrr, there's always one isn't there?

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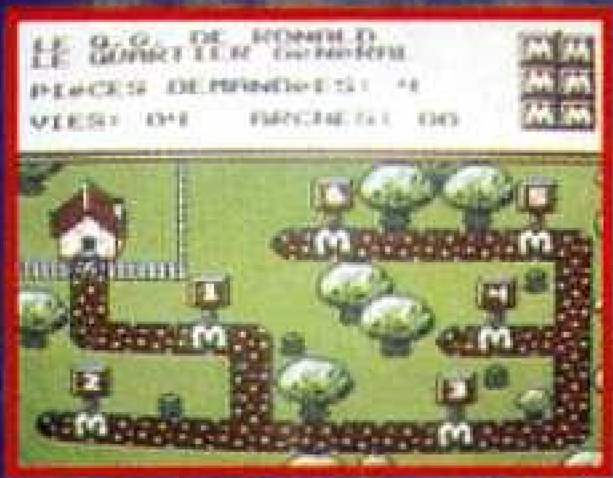

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STREETFIGHTER 2
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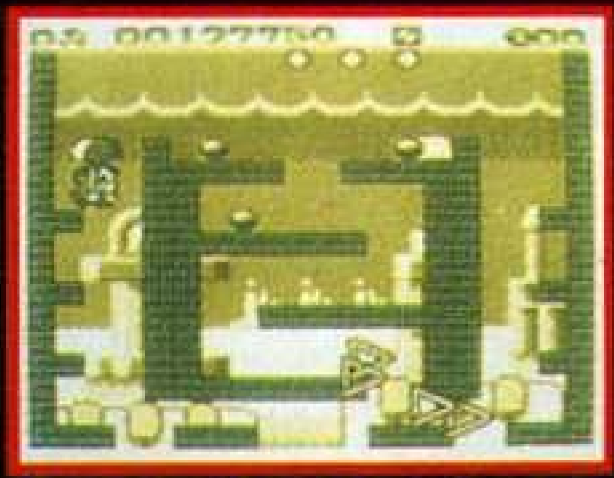

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Dig out your potato printing kits, it's Fanzine time! Steve 'Grapes Of Wrath' Merrett gets to grips with your many efforts and splits his sides laughing at some extremely tawdry efforts. What a git...

FANZINES

Oh dear, some of you really do try your luck, don't you? Contrary to what seems popular belief, a Fanzine is not a piece of hand-written text which covers both sides of a sheet of A4 paper. Nope, a Fanzine is actually a small home-made magazine which contains a number of pages and maybe even some pictures. So, for all you people who sent in their tatty pieces of would-be toilet roll in the vain hope of receiving a game - hah! No chance. That said, two sides of A4 is better than no sides of A4 - a lot of dozy gits missed the point and neglected to include a Fanzine with their entry at all. Still, there have been some genuinely good efforts this month, so let's take a look at some you made earlier...

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CAPCOM®
FANZINE
ALL THE LATEST NEWS, VIEWS AND ATTITUDE!
Arcade and SNES Complete Guide!

Dedicated to all things Capcom, Dan's mag is one of the best Fanzines I have ever come across. Spanning 52 A4 pages, the magazine covers virtually every aspect of the Capcom empire, including loads of info on their older and more obscure titles as well as the expected Street Fighter II guff. Dan's writing style is excellent, with loads of sarcasm levied at the greatly-sanitised UK versions of Street Fighter and Final Fight (after all, removing all the women from the latter is extremely daft) and similar comments regarding other gripes throughout the mag. Dan doesn't claim to know every Capcom title going (his index lists all the game can remember!), but his info is extremely comprehensive and interesting to read - and he's not afraid to lay the old boot in, either. This is an excellent fanzine, and one which is a brilliant read. Needless to say, you should buy it now.

SUPER FAMICOM MINI MAG

BY: Ben Mullinger
PRICE: Free
AVAILABLE FROM: N/A

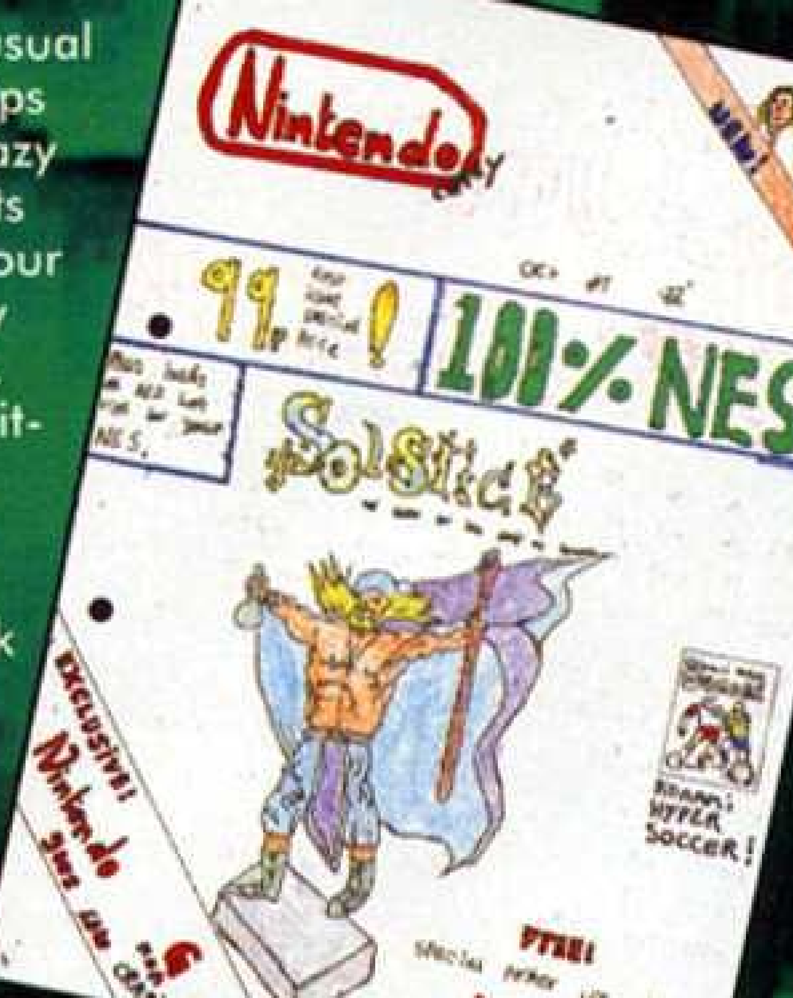
SUPER FAMICOM
MINI MAG
VOL. 5

Written using whatever school facilities he can get his hands on, Ben's Super NES Fanzine has a readership of about twenty people. It's a printed A4 affair, with Ben actually buying the games before scanning in the packaging art-work and typesetting the reviews on his school's computers. In terms of text, it's all review-based with the odd snippet of news, and there's nothing you haven't seen before.

NINTENDO CRAZY

BY:Matthew Goughan
PRICE: 99p
AVAILABLE: 13 Craddock Road, Sheffield, S2 2JW

The first NES-only Fanzine we have received, but whether it actually counts as a Fanzine remains to be seen. Normally, Fanzines are photo-copied affairs, but Matthew's Nintendo Crazy features hand-drawn pics and text throughout - so unless he intends to copy each issue from scratch or has accidentally sent us the 'master' copy, it seems like this is a strictly one-off affair. Featuring the usual assortment of tips and reviews, Crazy contains elements taken from both our and Total's review systems. However, the text is hand-written and proves extremely hard to read in places. I honestly don't think this is meant for mass production, and was after the free game we were offering, but if you want a copy, drop Matthew a line at the above address.



SEND 'EM IN!

So do you think you could do any better? If so, then send you efforts in to us, and we'll put you well on the way to fame and fortune. So get busy and post them to:

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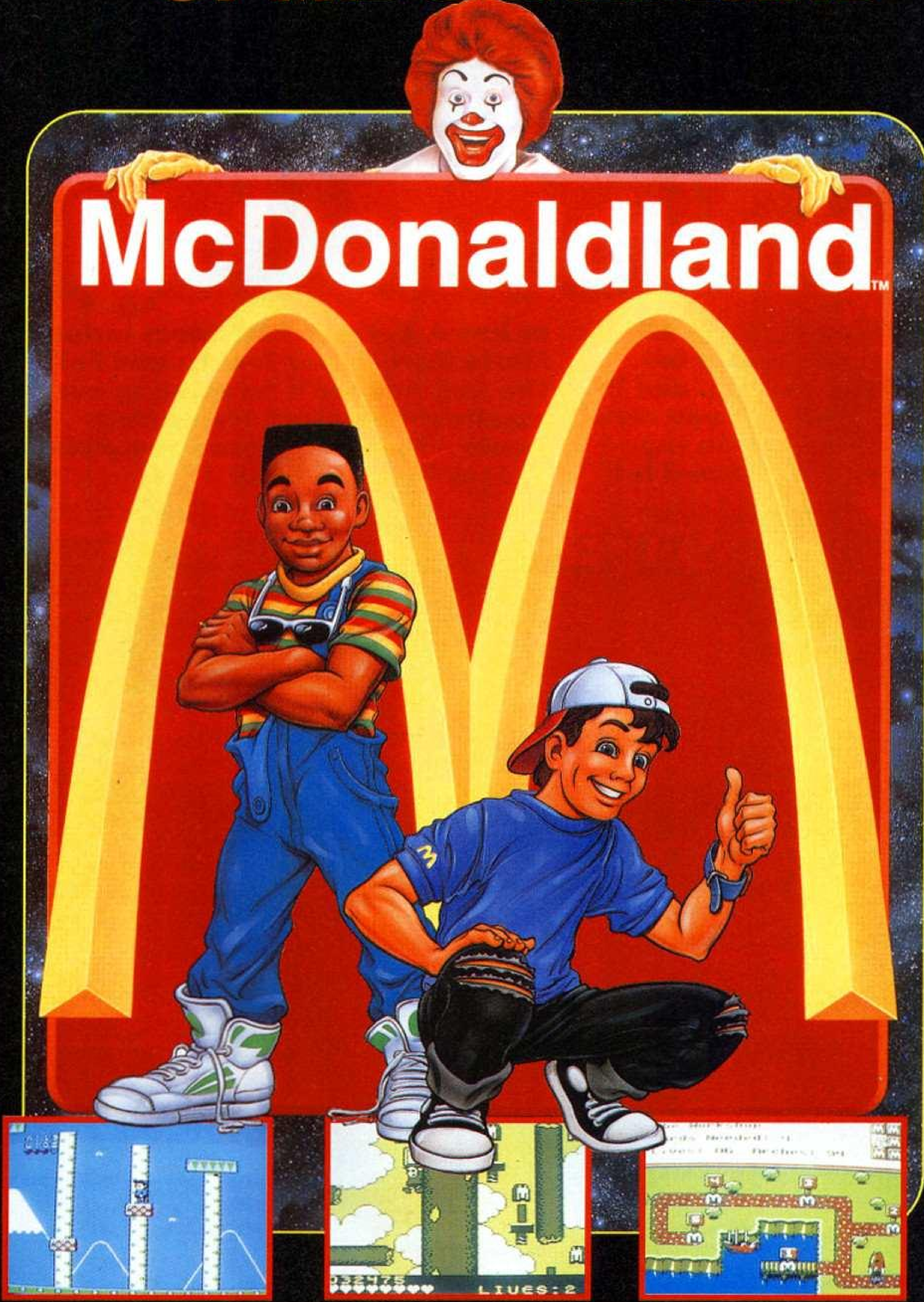

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Nintendo® MAGAZINE SYSTEM

HIGH SCORES

Here it is, the NMS ego corner! All your alleged finest scores and so-called achievements are here, and if you're score isn't listed or if you reckon you have scored more than the people listed, drop us a line and let us know. Current NMS faves include Mario Kart, Super Tennis, and Felix The Cat, and we'll be printing our excellent times and scores next month - then you'll have something REALLY tough to beat!

SUPER NINTENDO

ADDAMS FAMILY	652840 Greg Beaufoy, Coventry, Warwicks.
F-ZERO	89400 Gordon Brady, Dublin, N Ireland.
JOE & MAC - CAVEMAN NINJA	265000 Daniel Nix, Audley, Stoke-on-Trent,Staffs.
PARODIUS	798200 Dave Clay, Portsmouth, Hants.
STREETFIGHTER II	1084966 Keir Martin, Clapton, London.
SUPER MARIO WORLD	19832530 Greg Beaufoy, Coventry, Warwicks.
SUPER SOCCER	43-0 Gordon Brady, Dublin, N Ireland.
SUPER SMASH TV	24815265 Michael Barmby, Painthorpe, Wakefield.
SUPER TENNIS	720 Dave Clay, Portsmouth, Hants.

Zangief knocks Guile for six.

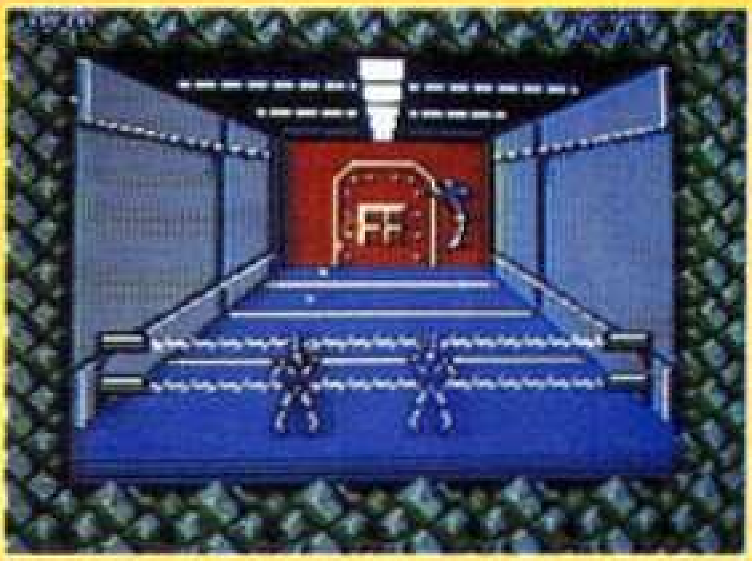
SUPER SCOPE

BLASTRIS A	18600 Steven Newman, HGosport, Hants.
LAZER BLAZER A	628400 Steven Newman, Gosport, Hants.
LAZER BLAZER C	1286400 Steven newman, Gosport, Hants.

Warm and furry mole-scoring.

NES

CALIFORNIA GAMES: BMX	68530 Jet the Labrador, York.
DUCK HUNT	6000 Robert Wood, Seaforth, Liverpool.
DUCK TALES	$11650000 Greg Blair, Dunfermline, Fife, Scotland.
GREMLINS 2	5246 Robert Wood, Seaforth, Liverpool.
HYPER SOCCER	58-0 Andrew McQuaker, Darlington, Co Durham.
NINTENDO WORLD CUP	23-2 with Russia Andrew McQuaker, Darlington, Co Durham.
PROBOTECTOR	989900 Jet the Labrador, York.
SUPER MARIO BROS	57450 Robert Wood, Seaforth, Liverpool.
SUPER MARIO BROS 3	1310000 Jamie Farrier, Tunbridge Wells, Kent.



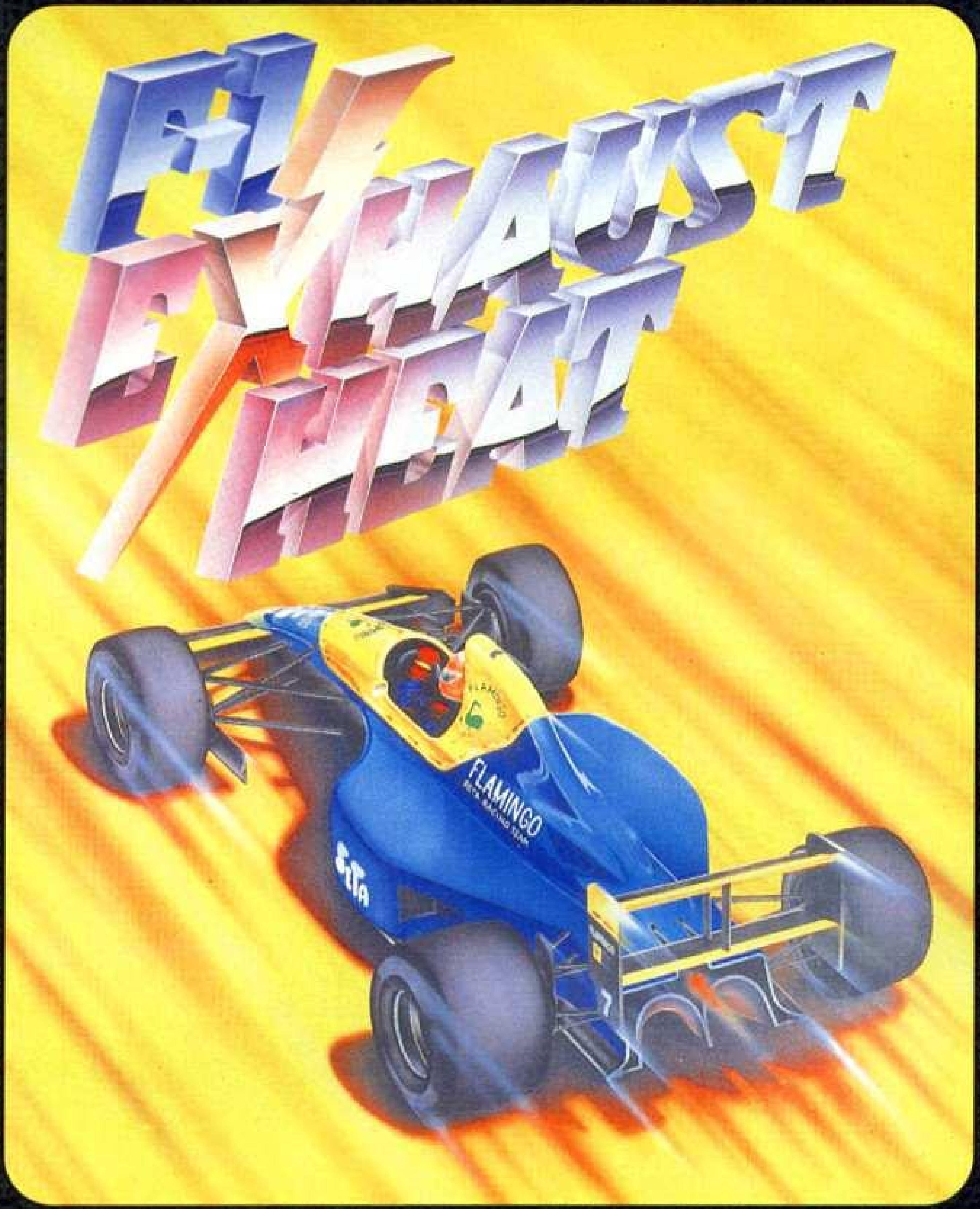
'Tecting Probs with Probotector.

GAME BOY

DOUBLE DRAGON II	5900 Bobby Wong, Hebburn, Tyne & Wear.
NINTENDO WORLD CUP	60-0 Ian Wilkes, Redditch, Worcs.
SUPER MARIO LAND	109900 Bobby Wong, Hebburn, Tyne & Wear.
TETRIS	9900 Bobby Wong, Heburn, Tyne & Wear.

High-scoring in Double Dragon

Think you could do better? Then get writing, as we want your scores. Send them in to: WHAT'S THE SCORE ON THE BOARD, MISS FORD?, NMS, Priory court, 30-32 Farringdon Lane, London. EC1 3AU


F1 EXHAUST HEAT
FLAMINGO
SETA

9:59:99
0:22:72
0:00:00

SELECT
GRAND PRIX

SETA CO.
GRAND PRIX
WORLD
2
1
3

Nintendo

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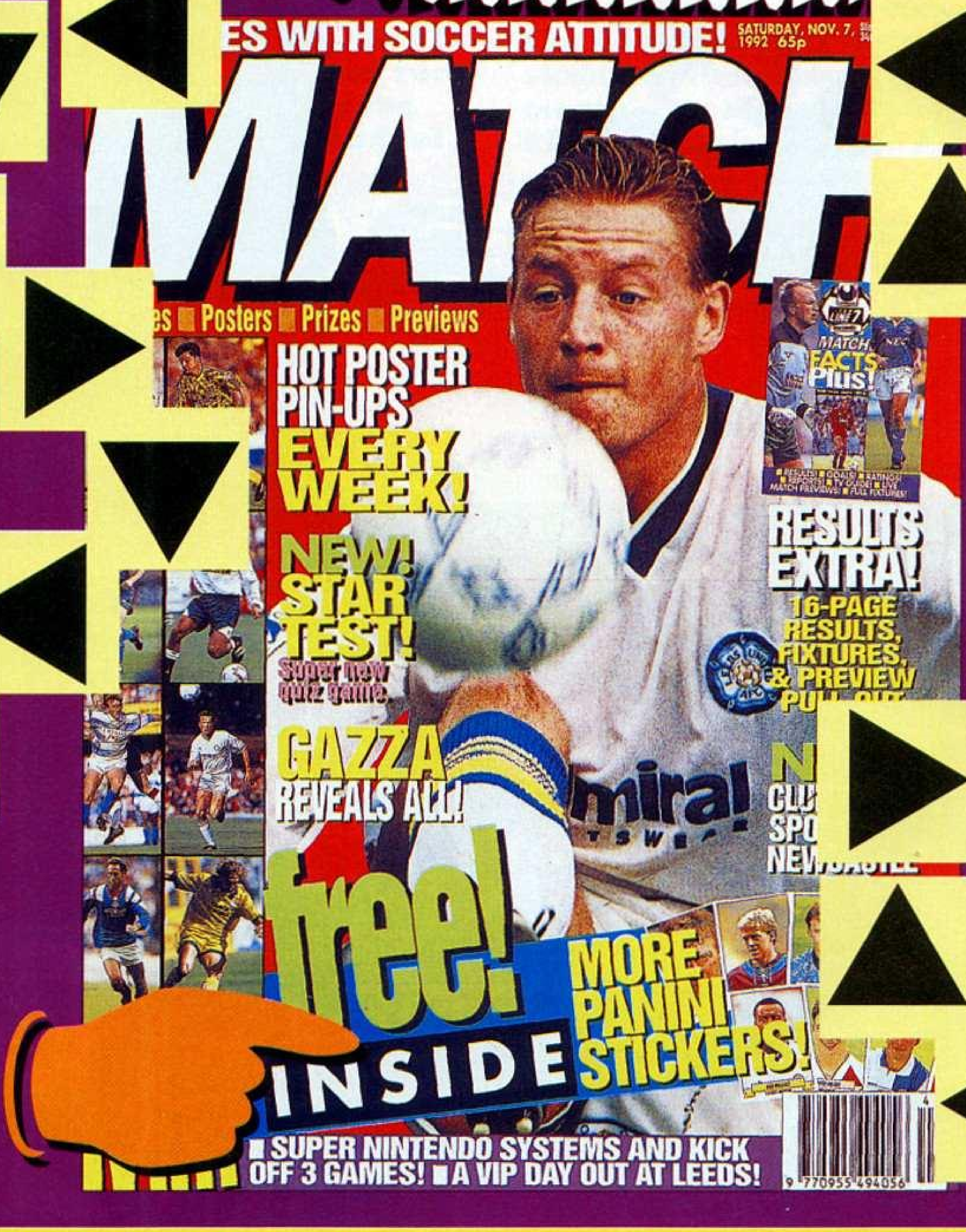
WHOAooooaaaaaaaaaaaaayyyy!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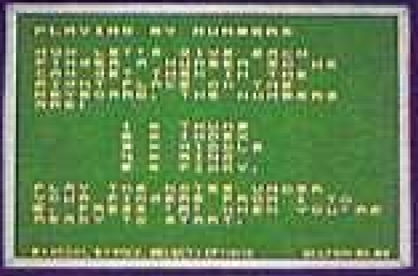

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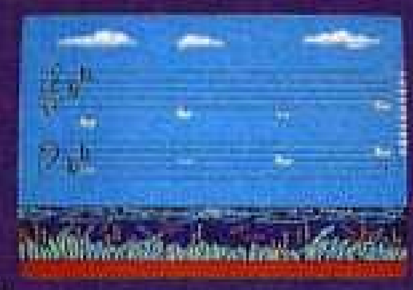

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Q+A

INTER ACTION

He's taller than a Chelsea bun with an egg on top. He's brainier than a jet-propelled string of sausages. And he's looning about in his special answering trousers in a "I'm about to find the answers to all of your questions" kind of way. It's Jaz, console oracle of the Western World. If you've got something - anything - you want to know, write to Jaz at:

WOMAN IN A BAKED BEAN EATING CONTEST USING A COCKTAIL STICK Q+A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

GREY FLANNEL TROUSERS

Dear Jaz

I hope that you will print my letter as I'm fed up with questions like 'Will SMB come out on the Megadrive':

1.Are there any 16-in-1 gamepaks available in the UK for the Gameboy? My friend got one in Hong Kong.

2.How much does a Game Genie cost?

3.Can you play with two players in Super Kick Off?

A Fraser, Glasgow

JAZ: 1. They're actually illegal pirated game cartridges and therefore aren't officially available in this country. 2. Oooo! About £35 if you shop around. 3. You sure can.

▲ For more info on Super Kick Off, see our review.

WHITE TOWELLING SOCKS

Dear Jaz

Please could you answer the following questions:

1.What new hardware chips will the super CD have?

2.Will it have the 'full-motion video' capability?

3.I believe you will also be able to play music CD's. But I was reading the music mag 'FFWD' which said CD-ROM players cannot produce as good sound quality as stand alone CD players. Is this so?

4.What happened to the Atari Jaguar?

JAZ: 1. Full sprite scaling, extra RAM, super-speedy processor and polygon generator amongst other things. The machine is still in development and every time I manage to get hold of the specs, Nintendo beef it up even more. We hope to have the full and final specs before Christmas, so stay tuned. 2. Looks like it. 3. It's true, and what you read about poor sound quality is absolute rubbish. 4. Apparently it's still in development. But don't hold your breath...

▲ So just how do you do the Dragon Punch?

KNITTED HAIR

Dear Jaz

Please answer my questions:

1.What does BGM stand for?

2.Can the UK Super NES produce RGB graphics on a SCART TV, or just a monitor?

3.What do you think a decent Super NES game is worth?

That's the questions over. All I have to say is that you were wrong saying the dragon punch is 'right, down, right'. It's actually 'right, down, down/right' at least it is on the US version (I think you know what I am talking about).

Tim Sampson, Lowestoft, Suffolk

▲ SF2 - almost arcade perfect.

JAZ: 1. Back Ground Music. 2. Only if the telly has RGB inputs, which I doubt. 3. I think that £40 for a really decent game would be fair. And you're right about what you say about the dragon punch - it's just like the arcade game.

Q

COKE-BOTTLE SPECTACLES

Dear Jaz
I have some questions I desperately need answered:
1.In your opinion what is better between Final Fight and Castlevania IV?
2.I have seen some screen shots of Battletoads on the Super NES. Can you tell me if the playability is any good?
3.What is Super Star Wars like on the Super NES?
4.Is it true that Taz Mania is coming out for the Super NES?

A

JAZ: 1. Depends on what your favourite game type is. Personally I'd go for Castlevania IV 'cos it's more challenging. 2. I've only played a very early version and none of the playability had been sorted yet. If Rare do get it right, I reckon it'll be a whoppa! 3. Absolutely mega. 4. No.

SCORE 000007400
PLAYER
ENEMY
BLOCK 6-
♥=13 P=02
TIME 468

▲ The all-swinging, all-dancing Castlevania IV.

Q

ROUND COLLARED, BRI NYLON SHIRT

Dear Jaz
I am the proud owner of a NES. Here are some questions to answer for me:
1.I will soon be going to Canada. Will I be able to use Canadian games on my NES?
2.If yes, what should I buy?
3.Will F-Zero or Lemmings come out on the NES?
4.What do you think of these games: Jackie Chan's Kung-Fu, NES golf, Mario 3?
Andrew Heasley, Belfast, NI

A

JAZ: 1/2. Not without an adaptor - Canadian games are identical to US games. The thing to remember is that a UK NES won't work on a Canadian telly. My advice is to buy a Canadian NES when you get there (you can pick them up new for as little as £35 and second hand for £20 or less). 3. No and yes. 3. Brill, good and amazingly good.

11300
POWER
SPEED 375 km/h
RANK 2
0'39"3

▲ Due to the sprite scaling used...

ALT
00060 FT
TIME
01:10
FUEL

▲ ...neither F-Zero or Pilot Wings are NES-bound.

▲ Wings 2 (AKA Blazing Skies) is reviewed this month...

Q

CORNISH PASTIE SHOES

Dear Jaz
Congratulations on the new mag! Could you please answer my questions on the Super NES?
1.How much does a SCART monitor cost?
2.Is it true that the American Super NES is out in England for £55?
3.Is SIM City out yet?
Thank you very much, keep up the good work and I'll buy every issue.
Edmund Gordon,

A

JAZ: 1. About £200 for a cheap one. 2. No. 3. Should be by the time you read this.

Q

SNAKE BELT

Dear Jaz
Please could you answer these questions for me.
1.Is Wings 2 any good on the Super NES?
2.Will Pilotwings be coming out on the UK Super NES?
3.What is the best Golf game on the Super NES?
4.Is Super Cup Soccer the same game as Super Soccer?
5.Why has the price of the Super NES in the USA dropped so much?
Thank you.
Mark Sciuto, Redruth, Cornwall

A

JAZ: 1. Read the review in this ish. 2. Yes - very soon. 3. I haven't seen one that is really worth recommending. 4. Yep. 5. Because of the price war with Sega.

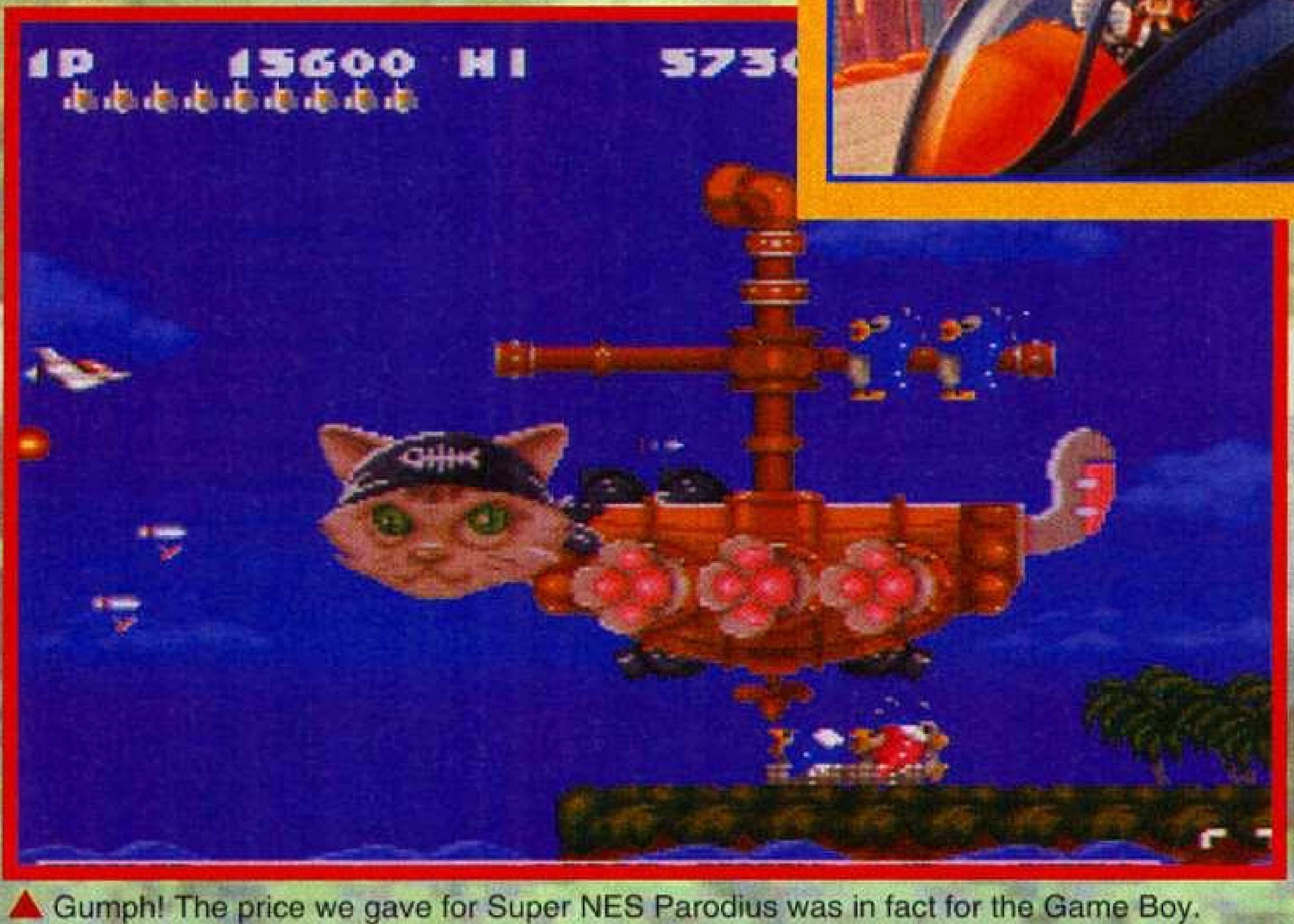
Q+A

INTER ACTION

SNORKEL PARKA

Dear Jaz
Please could you answer some questions referring to the Super NES and its cartridges.
1.On my copy of SFII there was a plastic dust cap that fits snugly on the bottom of the cart. Are there plans to do this on UK carts?
2.Is EA Hockey or NHL Hockey coming out for the Super NES?
3.How much will Mario Paint and the Nintendo mouse be officially?
4.Is there going to be a price drop of Super NES carts?
5.In the first issue of NMS it says Parodius £24.99, but when I checked up it was £44.99. Please tell me where you can get the game at this price.
6.Are any good games coming out for the Super Scope?
PS On the first GamesMaster they had a SFII comp, and I reckon I could have kicked them silly.
Ashley Martin, Salford

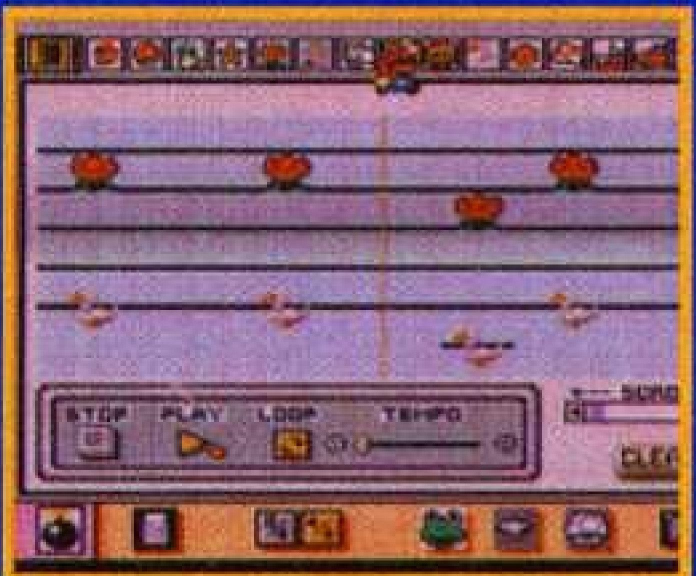
JAZ: 1. No. Personally I think it's a waste of plastic. 2. Yes - around Christmas. 3. £59.99 for the cartridge and mouse. 4. Not for the moment. 5. Are you sure you're not getting the Gameboy version mixed up the Super NES version? 6. Yeah - there are a few goodies coming out. Stay tuned for more details.



▲ Gumph! The price we gave for Super NES Parodius was in fact for the Game Boy.

MATCHING VEST AND UNDERPANTS

Dear Jazza
Please could you answer the following questions.
1.In issue 1, you answered a question on running UK games on an American Super NES via an adaptor, and said that the fuses could easily blow. Does this apply to the UK Super Nintendo running American games?
2.You also said that Super Kick Off is brill, so why has there been no review?
3.I was recently in an amusement arcade when I noticed an F15 Strike Eagle coin-op. What I would like to know is, will the Super Nintendo game coming soon from Microprose be similar or even the same? I do hope so.
Finally I would like to make a point about Mario Paint. I was very happy to read about the music composer, but then I saw the notes are cats, dogs, cows and Game Boys. Do Nintendo think we are children?
C Wilson, Tunbridge Wells, Kent



JAZ: 1. Yes. 2. It's in this issue. 3. Microprose are working on SNES F15 Strike Eagle as we speak, though I don't think it'll look much like the coin-op when it's finally released.

F-ZERO
TM
-111-

ACRYLIC BALACLAVA

Dear Jazzaroons
If you can read my handwriting, hopefully you'll be able to answer my probing questions.
1.Is the graphic and sound quality of a game on a SCART TV as good as on a SCART Monitor?
2.I thought I was good at F-Zero until I saw your times in the Tips sections, which are about 30-seconds better than mine. Are you using a cheat?

JAZ: 1. To all intents and purposes, yes. 2. No. Actually the times are for the US version, which are 17.5% quicker than the times for an official game. Our mistake! Doh!

- TWO OF A KIND -

THE WINNERS!

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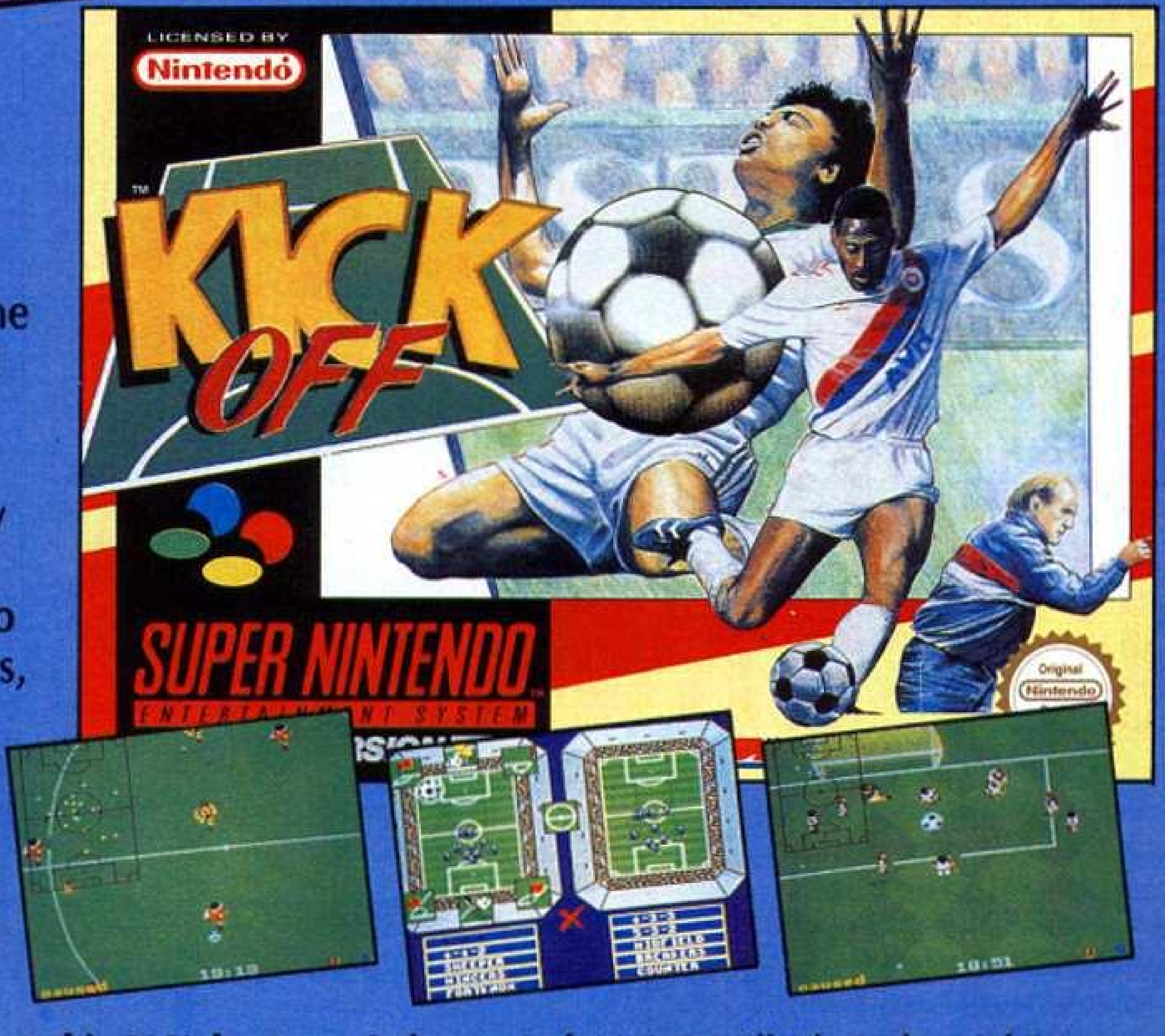
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SUPER NINTENDO
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SUPER GAME GUIDE

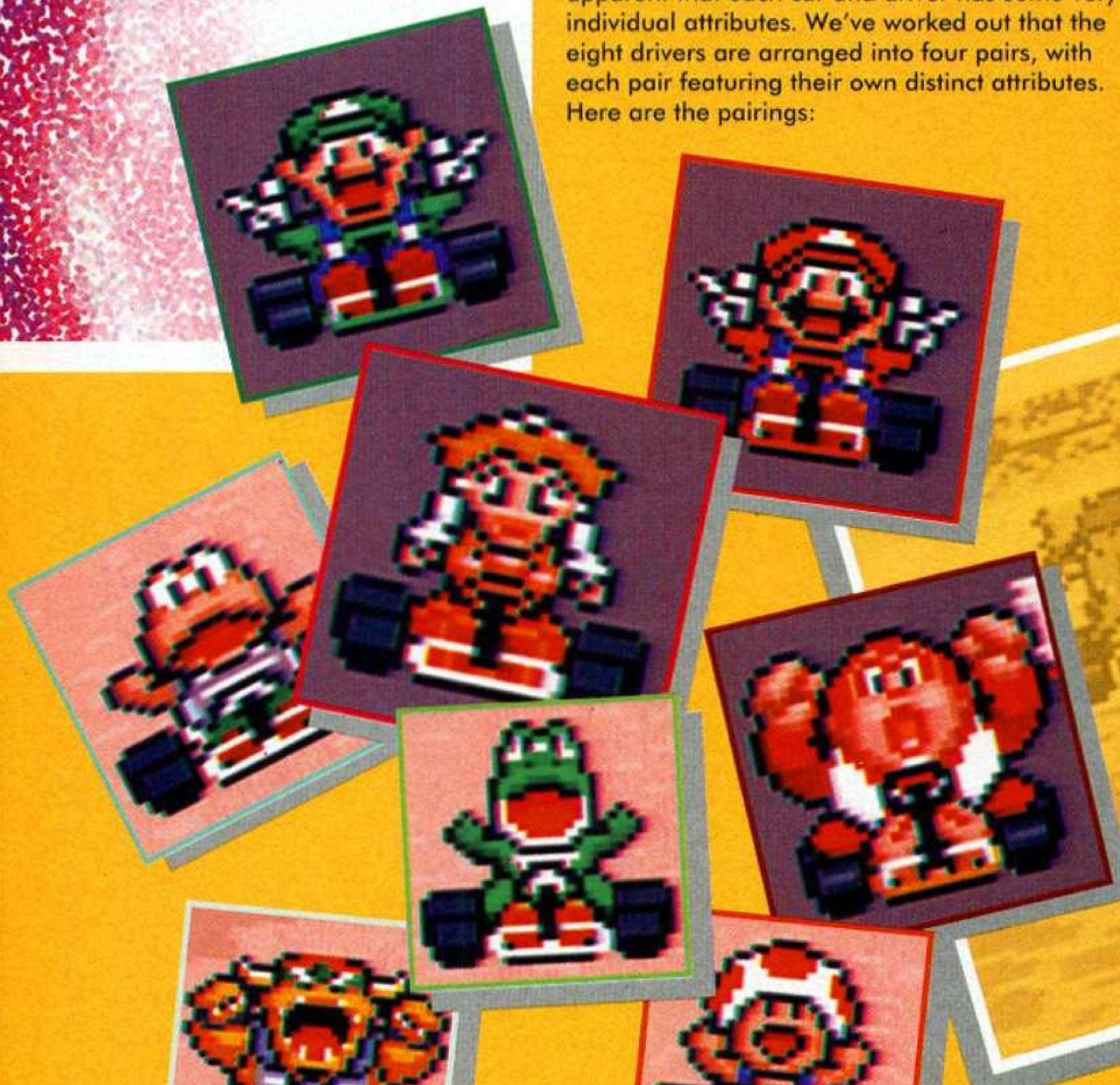
Hello, and welcome to this month's selection of tips and player's guides. We lead off this month with a six-page extravaganza dedicated to the game which has kept the NMS crew rapt for ages - Super Mario Kart. Following this, we keep up with this month's continuing Star Wars theme by revealing the path to The Force in The Empire Strikes Back. Add to this a guide to Super Mario Land II, and more small tips and cheats than you could ever use and you have yet another thing to thank us for! Are we good to you or what?

SUPER MARIO KART

Jings, crivvens, and help ma'boab! As if we didn't just bring you the definitive REVIEW of Super Mario Kart in issue 1, now prepare to have the ultimate Player's Guide foisted upon you. At NMS, karting has become a communal experience. Everyone has their own particular favourite car, special dastardly tactic, and we all enjoy stuffing Tom from Megatech on a regular basis. So listen to the combined wisdom of the team, and soon you'll be ramming shells up your opponents' backsides in abundance!

THE CARS

After several laps of Mario Kart, it becomes apparent that each car and driver has some very individual attributes. We've worked out that the eight drivers are arranged into four pairs, with each pair featuring their own distinct attributes. Here are the pairings:



MARIO/LUIGI

The plumbing brothers are the standard, no frills Mario Kart team. Good speed, good cornering and quite robust, but no prominent features.

PRINCESS/YOSHI

Both these characters have very fast acceleration, which means they recover well after bumps and are good drivers for beginners to practice with. On the downside, though, is a lower maximum speed and the cars are pushed around easily by other drivers. Additionally, the Princess has a clear edge over poor Yoshi.

DONKEY KONG JR /BOWSER

The karting heavyweights! Both Kong and Bowser have painfully slow acceleration, which always leaves them standing at the starting grid. To compensate, they reach far greater speeds than the other characters, and use their muscle to elbow nearby cars out of the way. Best used by experienced drivers who don't crash too often.

KOOPA/TOAD

More all-rounders, but Toad and Koopa are for more experienced players than Mario/Luigi. They have excellent cornering and speed, fairly average acceleration and are the most responsive characters to control.

RAMMING, JAMMING, SLAMMING

The best use of the weapons is essential to grabbing victory in Mario Kart. Many a foolish driver has fallen prey to an orange shell just before the finishing line, or a banana skin on a corner. Here is a resume of the pickups available:

RED SHELL

Best of the specials. Homes in on nearest driver, sending them spinning.
Who to use on: Save these for your human opponents, as they are too precious to waste.
Where to use: On straights, where the victim is most vulnerable. Often wasted on corners. Do not use when too close to your intended victim, or in a tight pack.
When to use: In a two-player game, try to catch your victim near a corner when you are on the straight. He should be knocked into an awkward position near a wall. They are also useful for knocking players out whilst they are in mid-air. Best of all is a final lap knockout, leaving the leader sprawling inches before the line, while you and the other drivers zoom past.
Special Tactics: The shell is a potent device. If you are in the lead keep it as an 'insurance policy' against being overtaken.

GREEN SHELL

Flies in a straight line, in the direction of the car's movement.
Who to use on: A good weapon to use against annoying computer characters blocking your way - Bowser or Kong, for instance.
Where to use: Fire near a wall at the end of a straight and nip around the corner. The shell then rebounds and becomes a nasty surprise for your opponents. Dump shells at narrow points of the track, or when being pursued.
When to use: Use green shells quite quickly, because you can't collect a red shell whilst you hold one.
Special Tactics: Green shells may also be dumped on the track like banana skins by pulling back as they are fired.

BANANA SKIN

Is dumped behind your kart, causing anyone who hits it to skid on impact.
Who to use on: For pursuing cars, who are very close. Or use as an indiscriminate obstacle.
Where to use: On areas where the course narrows: bridges, between stones on castle stages, after zoom ramps, or near bonus tiles.
When to use: You should use skins at the first appropriate moment, as they are common and of limited value.
Special Tactics: As a desperate tactic, skins may be thrown ahead by pushing forward as you drop them. The distance they travel is unpredictable, but it is a useful last gasp tactic if you are trailing near the end of the race.

FEATHER

Allows you to perform one massive jump.
Who to use on:Only affects your Kart.
Where to use: Use on the ghost level secret passages (see box). Also use to cut corners, evade shells and jump obstacles.
When to use: When an enemy shell is fired, judge it's ETA before using the feather's jump power. A feather often gets you ahead of a blocking computer player. Use after going over a speed ramp, or to get across mud or water without slowing.
Special Tactics: Really skillful players should use a feather to knock other players off-course. Try it on the final of the Mushroom Cup, at the perilous jumping point.

STAR

Makes you invincible and deadly to touch for a short time.
Who to use on: Only affects you, but is the perfect antidote to a shell-carrying human opponent, or the computer-controlled pack.
Where to use: Use on straights, as the extra speed creates control problems on tight corners. Don't use when in the lead. The Star is a good last lap weapon to have in store.
When to use: Get as close to your human opponent as possible before activating the star. If you are leading, activate the star if a red shell has been launched. It also gets rid of the mole-rats during the Flower and Star Cup races.
Special Tactics: A cunning strategy when leading is to slow down for your human opponent, before activating the Star. This then costs them a few placings. For full effect, do this on the last lap.

LIGHTNING

Mega-magic which shrinks all your other opponents instantly.
Who to use on: Affects all other racers, but use with specific targets in sight.
Where to use: In pack situations, when you are behind a lot of characters, or as an emergency last-lap measure.
When to use: Make sure your opponent is close, because of the temporary nature of the magic. Aim to flatten victims on straights, because it is easy to miss them when cornering. Don't risk losing the race by going all out to flatten someone, though - as their speed is reduced in relation to their size, it's not worth the hassle.
Try using the flash when your opponent is making a crucial jump. The loss of speed may limit their jumping prowess.

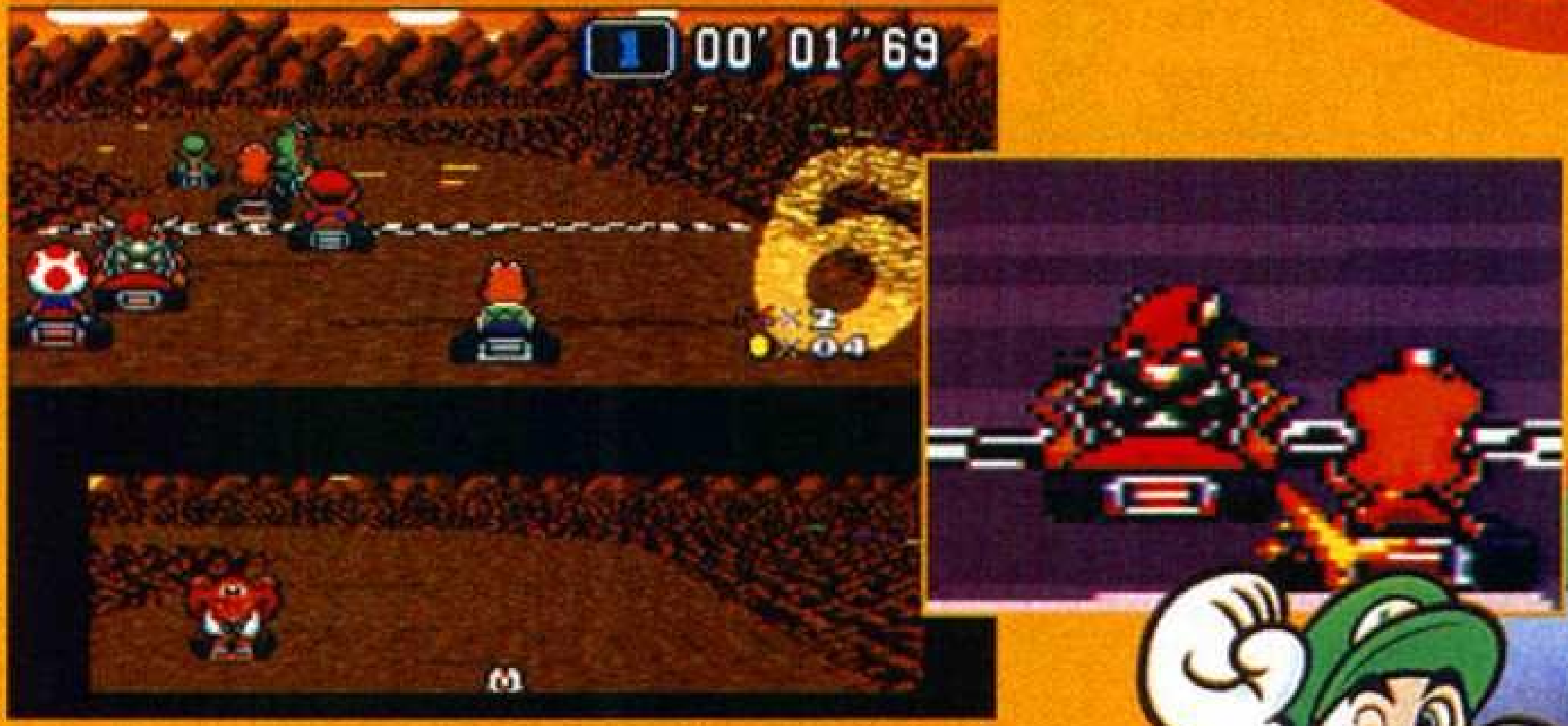
MUSHROOM

Gives a short-lived burst of speed.
Who to use on: Only works on your Kart.
Where to use: On straights! Using mushrooms on bends renders you virtually uncontrollable and costs vital seconds, rather than save you time. Use in conjunction with speed ramps for a hyper boost.
When to use: Always use a mushroom within the course of a lap, before you return to the pick-up pads. They also provide the edge in a close finish. If you are playing a character with slow acceleration, use them after a crash for a fast restart.
Special Tactics: Mushrooms effectively make your vehicle an offensive weapon. Used correctly these allow you to ram your opponents into the rough or against walls and into deep water.

SUPER MARIO KART

THE PERFECT START

All the players should get a zoom start if they time their acceleration correctly. It is achieved by accelerating before the start signal. The moment to hold down B lies between the first two starting lights. Failure to get it right results in a skid. It's best not to zoom start on courses where you start in last place, or where the course turns sharply near the start-line.



▲ Mario Kart action

SECRET SHORT-CUTS

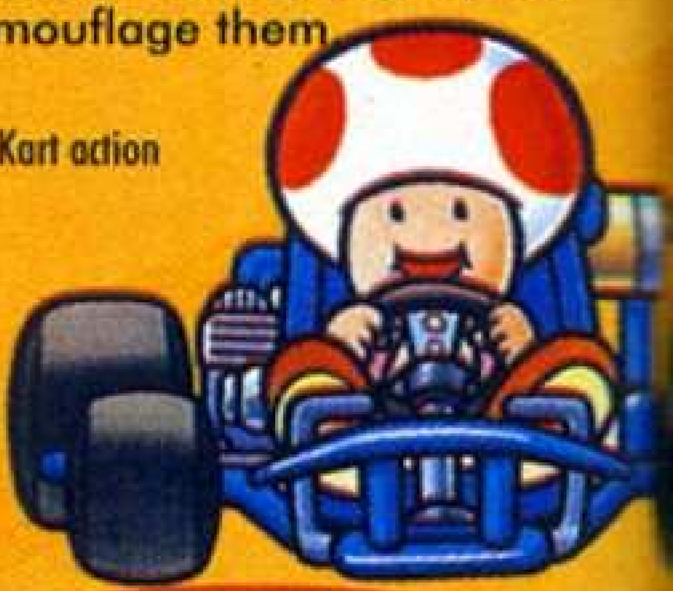
On each of the Ghost house levels there is short cut which shaves valuable seconds off your time. The way to find these is to study the layouts by playing one-player practice games. The Mushroom cup short cut is a rather long strip jutting out into space. To cross the gap a feather is needed. Another method is to jump whilst being boosted by a mushroom, but this is a risky manoeuvre. Complete gits should lay banana skins near the landing points of these short-cuts.

▲ Mario Kart action

PICKING PICK-UPS

Collecting pick-ups is a serious business for Mario Karters. First of all, make sure any useless items have been used up as you approach the pads. Then try and collect pads from the same area each time, corresponding to the most direct route. As the race progresses, your opponent has to go further out to get further goodies. The pad area is a great place to lay skins and shells, because the pad graphics tend to camouflage them.

▲ Mario Kart action



SPYING

Learn to play the game on both screens at the same time. What your opponents are doing is as important as your own play. By watching his monitor, you should be able to judge his location, what weapons he possesses and probably when he plans to use them. If he is behind you, use his view to block any corner-cutting he may attempt.

▲ Mario Kart action

ART OF COURSE KARTING

Here are some player techniques, that should transform your game skills from Sad to Rad instantly...

▲ Mario Kart action

COINS

It's obvious early on that coins are vital. Running out means that any further collisions with drivers results in a time-wasting crash. You should also watch out for human opponents running out of coins and make a special effort to crash into them. The other benefit of coins is reaped when you have ten or more, as holding these increases your maximum speed. When collecting coins, try to go for those that are easily obtainable. Your opponent then has to go out of his or her way if they want to collect the rest.

▲ Mario Kart action

THE BLIND LEADING THE BLIND

You may indeed win every race of every cup, you may indeed impress all the chicks at the finish line, but you should never call yourself the Mario Kart Master until you reign supreme in the realm of Battle Karting. To help you earn this ultimate accolade, here are some instant strategies for the big square battleground, from each of the NMS 'experts'

RAD SAYS: In battle mode I get rid of any useless items I have immediately. The abundance of red shells means that it's OK to dump green shells quickly.

PAUL SAYS: A sneaky trick I have is watching the colour of the barriers on my opponent's monitor. This allows me to pinpoint his exact position on the course.

GUS SAYS: If my opponent has a red shell I goad him into wasting it if I have a feather. Parade around the centre of the arena and then jump over a wall when he fires the missile.

PAUL SAYS: If you are caught on a straight, the mini-jump that the L and R buttons give you should be used to nip the edge of corners, and save your skin.

RAD SAYS: The ghost is the best weapon to get in battle mode, so don't waste it. Timing your steal is vital. Wait until your opponent has a red shell and then get into a position that makes him want to use it. Pop! The shell is suddenly in your pocket and your foe is quivering before your inevitable death charge.

GUS SAYS: If your enemy has obtained a ghost, there is no point collecting red shells. Don't speed up the selection process after going over the pad. Wait until the icons stop flashing, and if it is a red shell quickly launch it, even if it is wasted. Your enemy then wastes his ghost trying to get it.

PAUL SAYS: Should your opponent be better than you, even the odds by turning the game into Russian roulette. Shoot lots of green shells in the outer corridors of the course, making the centre is the only safe place to be. The shells should now catch the odd straggler unawares.

HAIRY MOLES

On the higher levels, these vermin prove to be a real hindrance. Ideally, you should take these corners sharply enough to avoid the burrows. If you are attacked, and have no weapons, use the mini-jump buttons (L and R) to dislodge the cretinous rodent.

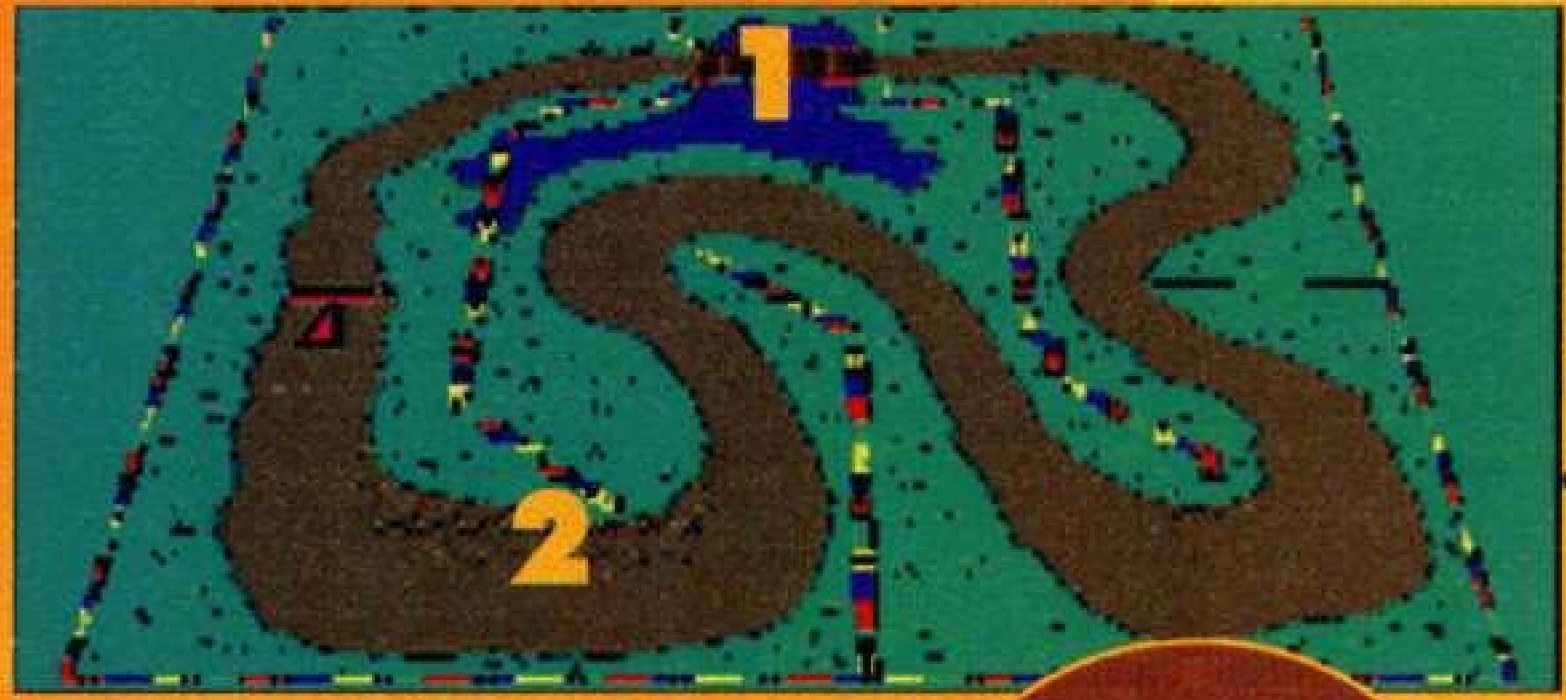
HAZARDOUS TIMES

Some static hazards reduce you to a skidding heap, unless you take care. The piranha plants are a good discipline for staying on the course, as they line the edge. Unfortunately oil slicks are found on the course. A timely jump could save your skin. Deep water areas are a disaster, so follow other karters' paths closely when crossing water. In the water areas blowfish make a nuisance of themselves. A well-placed shell deals with the finny tribe. Back in the castle, learn to time your passes under the stone blocks, or swerve between them, or be crushed. Lastly, pipes can slow you considerably on the Mario Circuit - but activating the star will blow them away!

SUPER
MARIO KART

DONUT PLAINS 1

On the Donut Plains courses, the scenery presents problems. Each has a water course, but as you progress, the bridges over them become less reliable. The road surface is loose and gives poor holding.

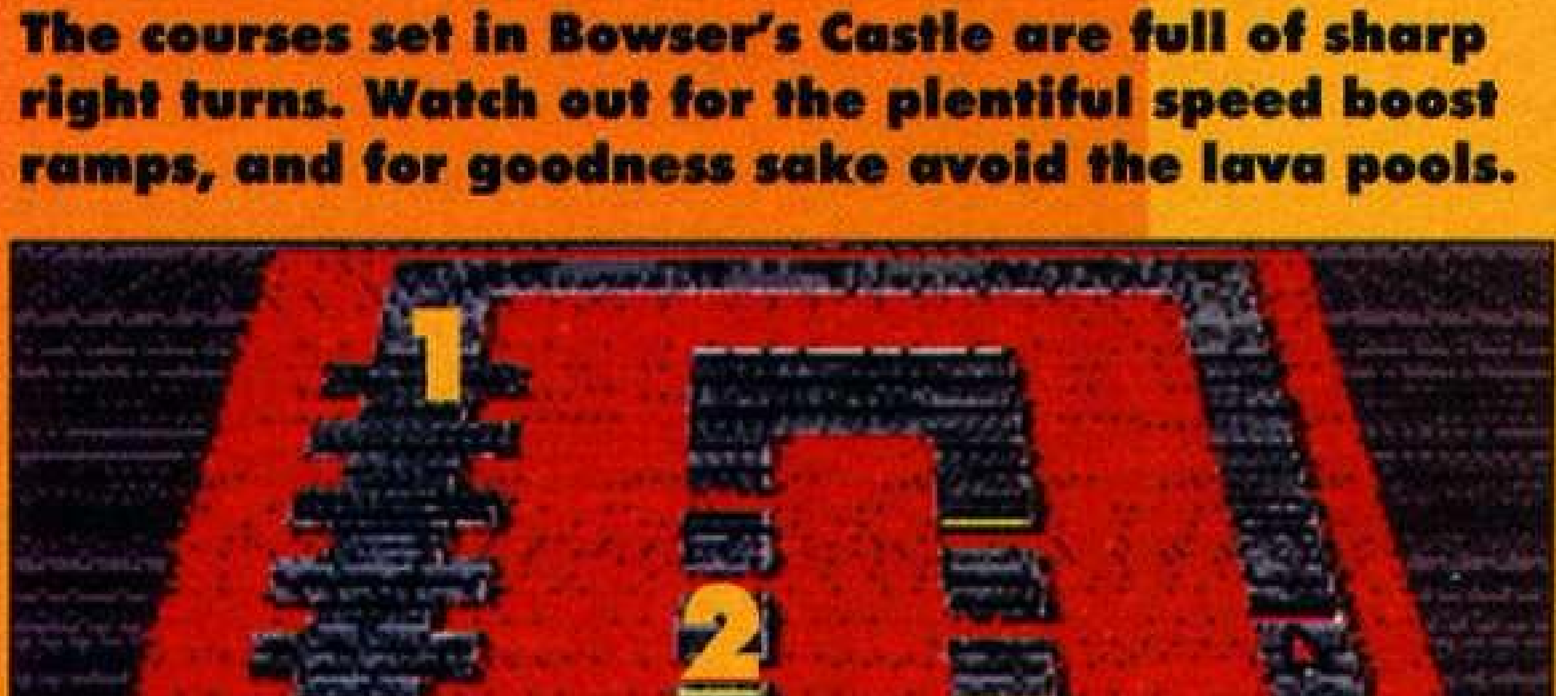


1.The narrow bridge is the perfect place to dump skins, shells, and use red shells.

2.The speckled area on the last bend is a skidpan. Turn as little as possible to avoid sliding. Do this by taking the corner sharply, not wide.

BOWSER CASTLE 1

The courses set in Bowser's Castle are full of sharp right turns. Watch out for the plentiful speed boost ramps, and for goodness sake avoid the lava pools.

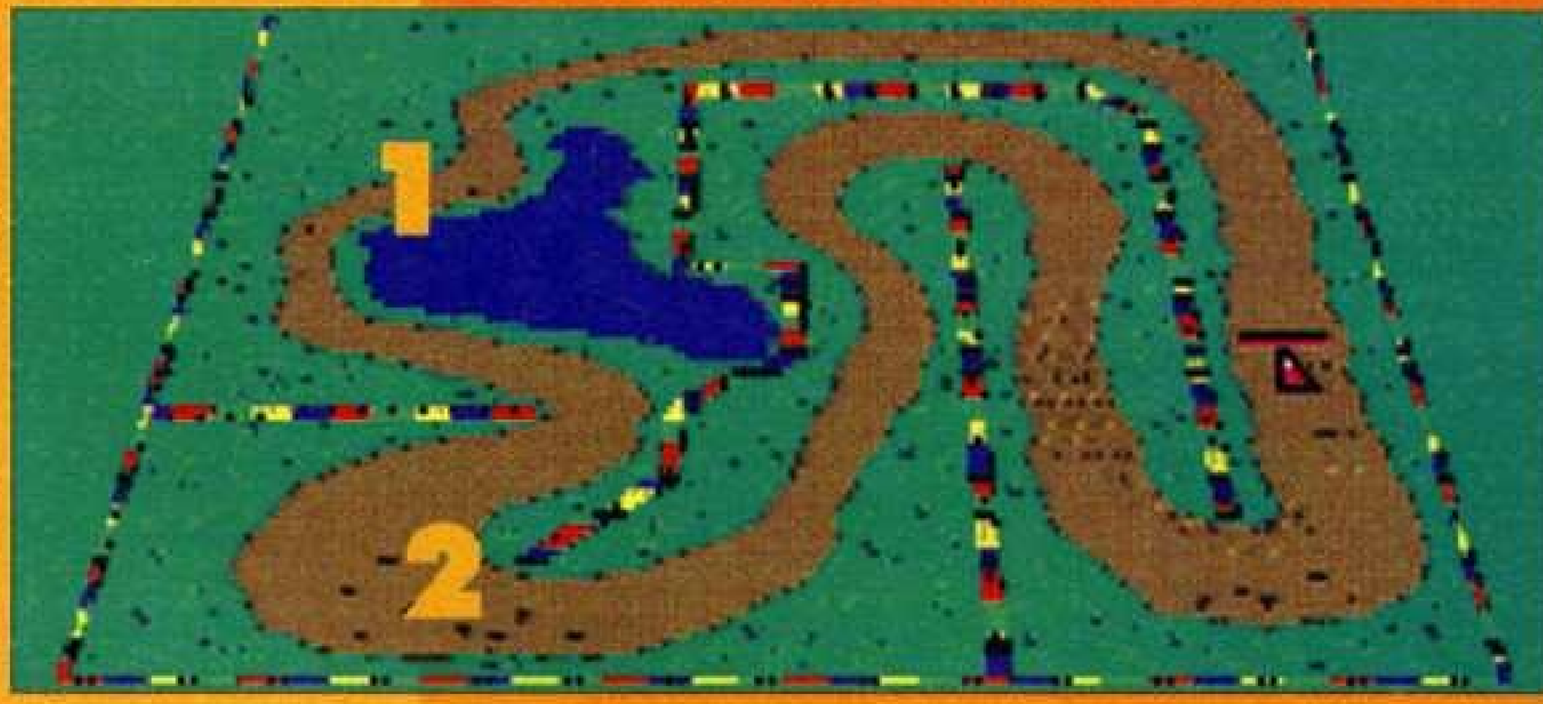


1.On the back straight you have the chance to use two speed ramps if you turn sharply enough. The corner before is the best one for using feathers.

2.Don't use shells or mushrooms when in jump ramp areas - they'll be wasted.

3.Practice taking the final bend on the inside, you can squeeze past the rock if you're accurate.

DONUT PLAINS 2

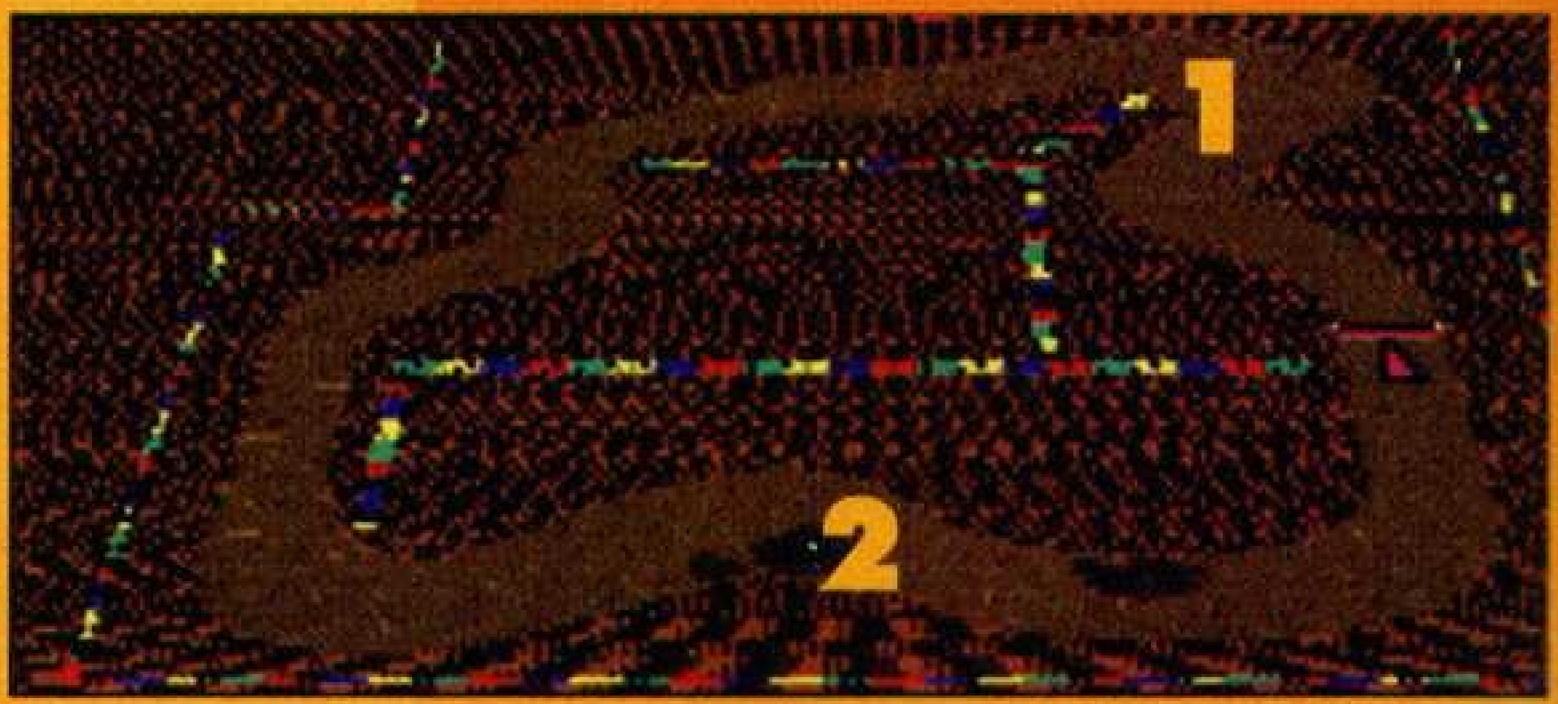


1.Skip the edge of the lake with a mushroom or feather.

2.For dealing with Mole trouble, see box.

CHOCO ISLAND 1

On chocolate island be prepared for a bumpy ride, often with loss of control on the corners. The scenery is icky lakes and rough chocolate hills. The tougher courses tend to twist a bit, and the lakes become humongous.



1.The corner before the pick-up pads is particularly slippery, so take it wide.

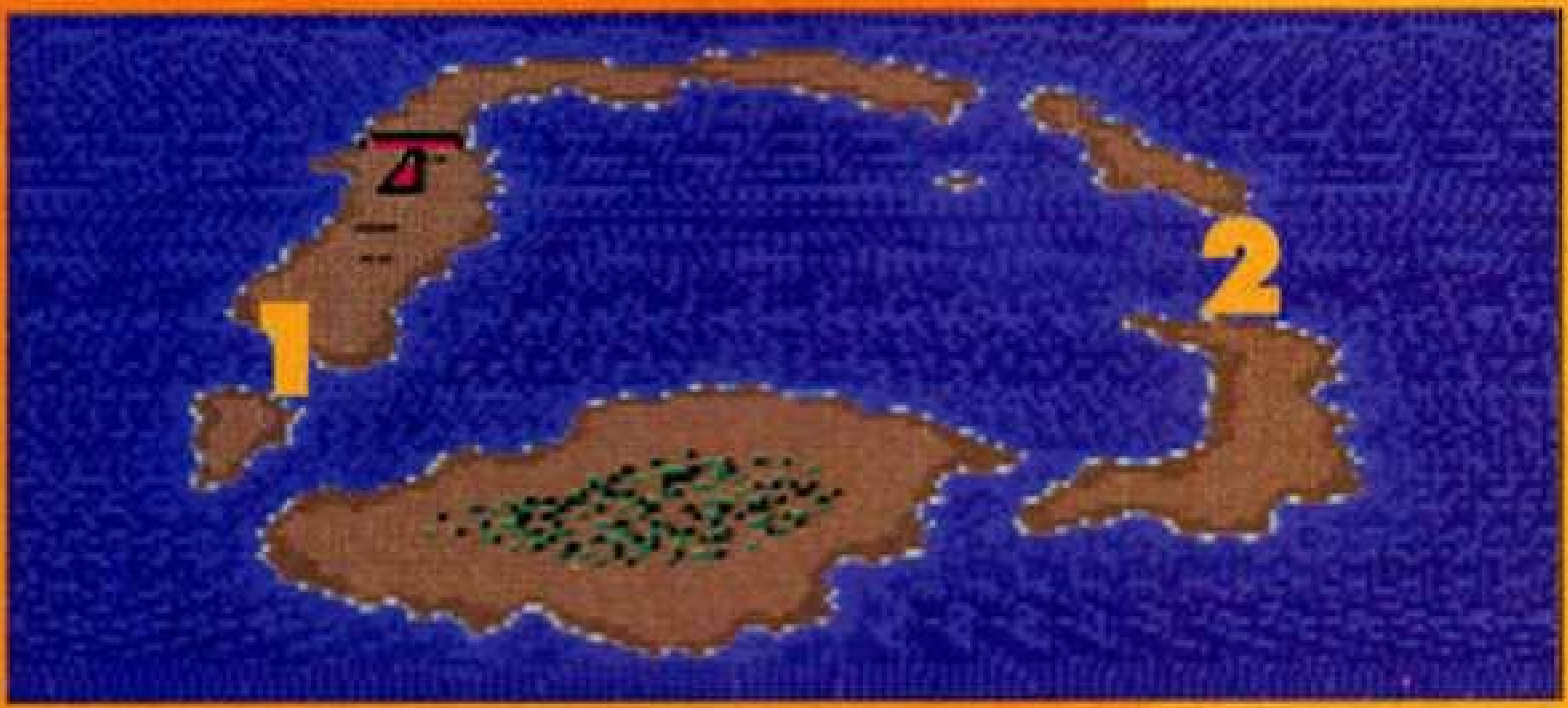
2.Don't bother skirting the chocolate lakes. Use any means to cross them: whether it is the star, mushroom or feather. This open area is good for shell firing.

ON COURSE TIPS

Here are some specific tips for some of Mario Kart's best courses:

KOOPA BEACH

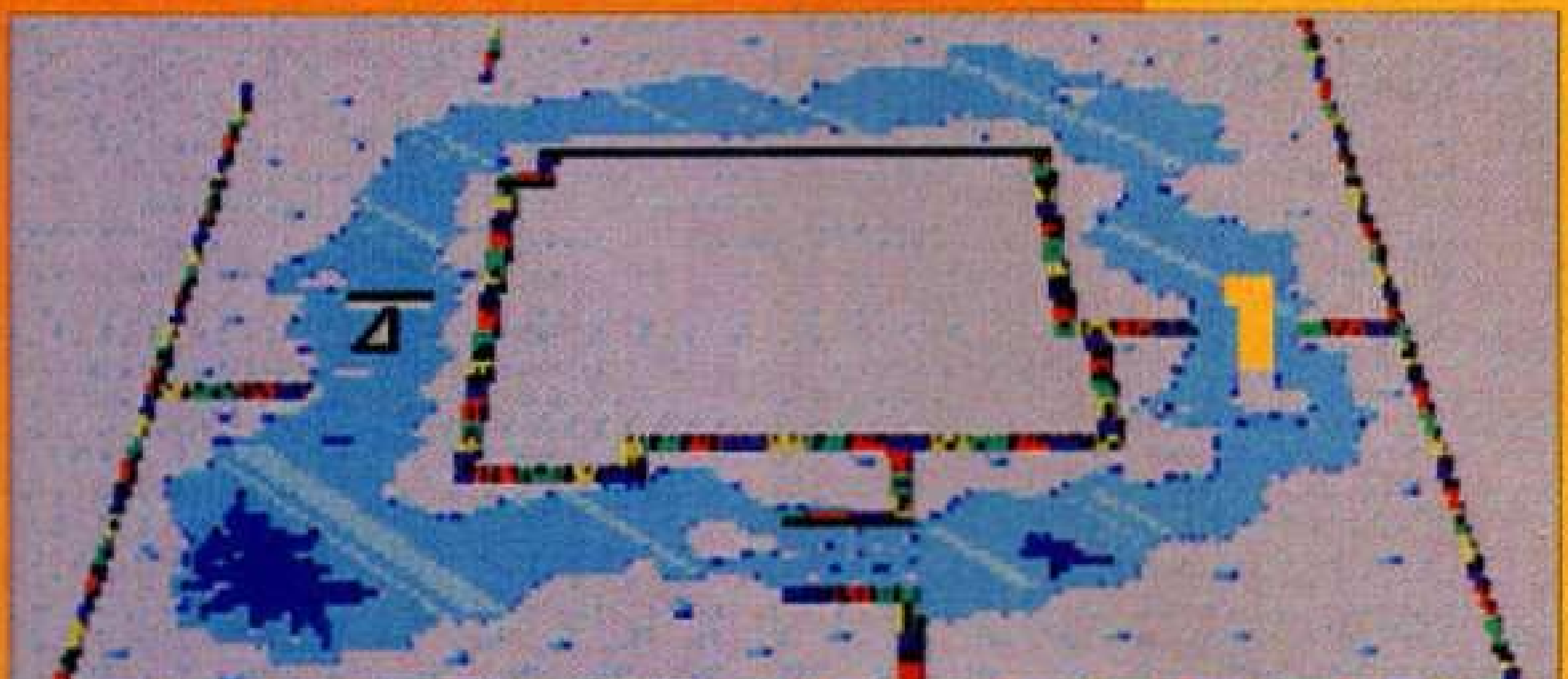
The first beach course is a doddle, go for record times. The later courses contain lots of scary deep water, and some unusual marine life. Watch your depth.



1. The last turn is the best place for homing shells - it often knocks players into deep water.

2. Mushrooms give better value if used over water on this course.

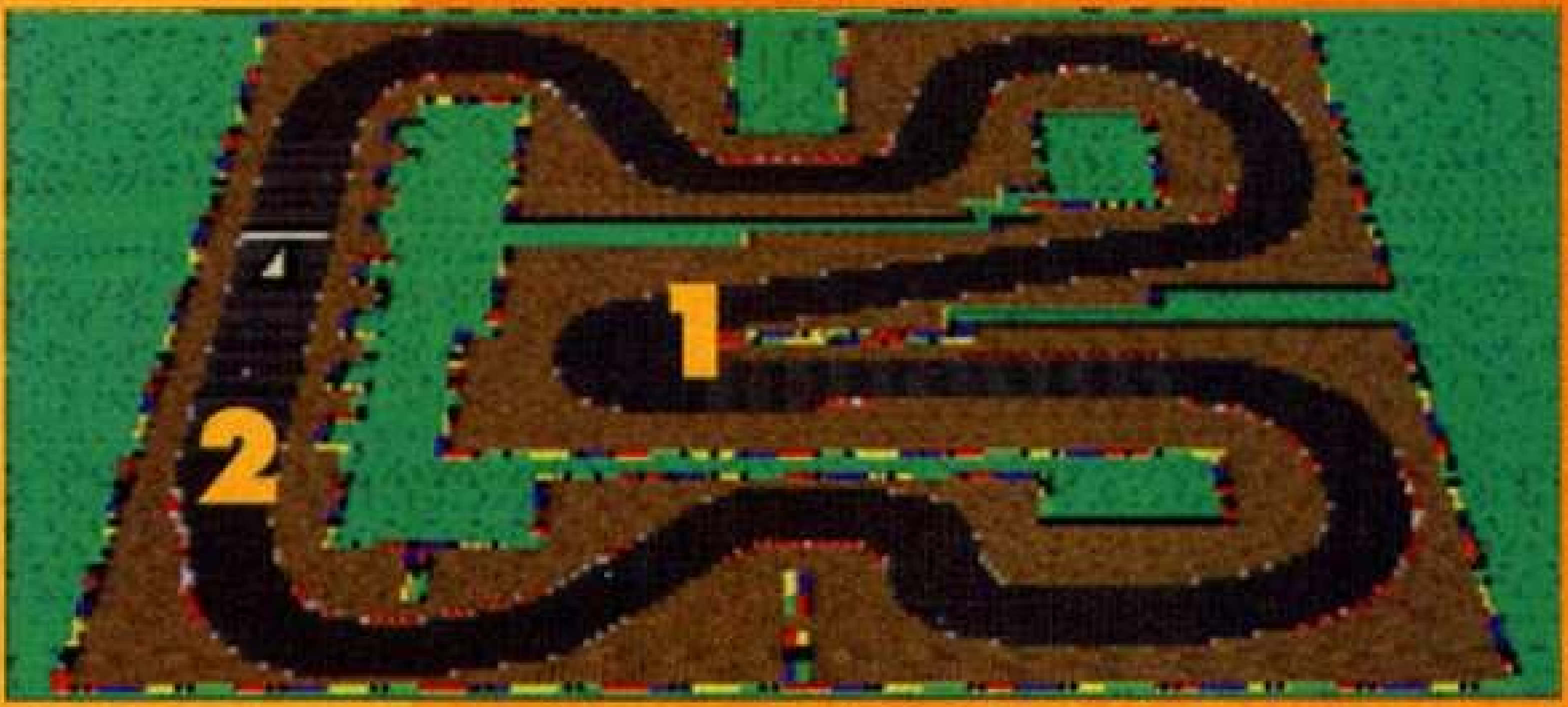
VANILLA LAKE 1



1. The gate areas of this course offer excellent wide spaces for dumping banana skins.

MARIO CIRCUIT 3

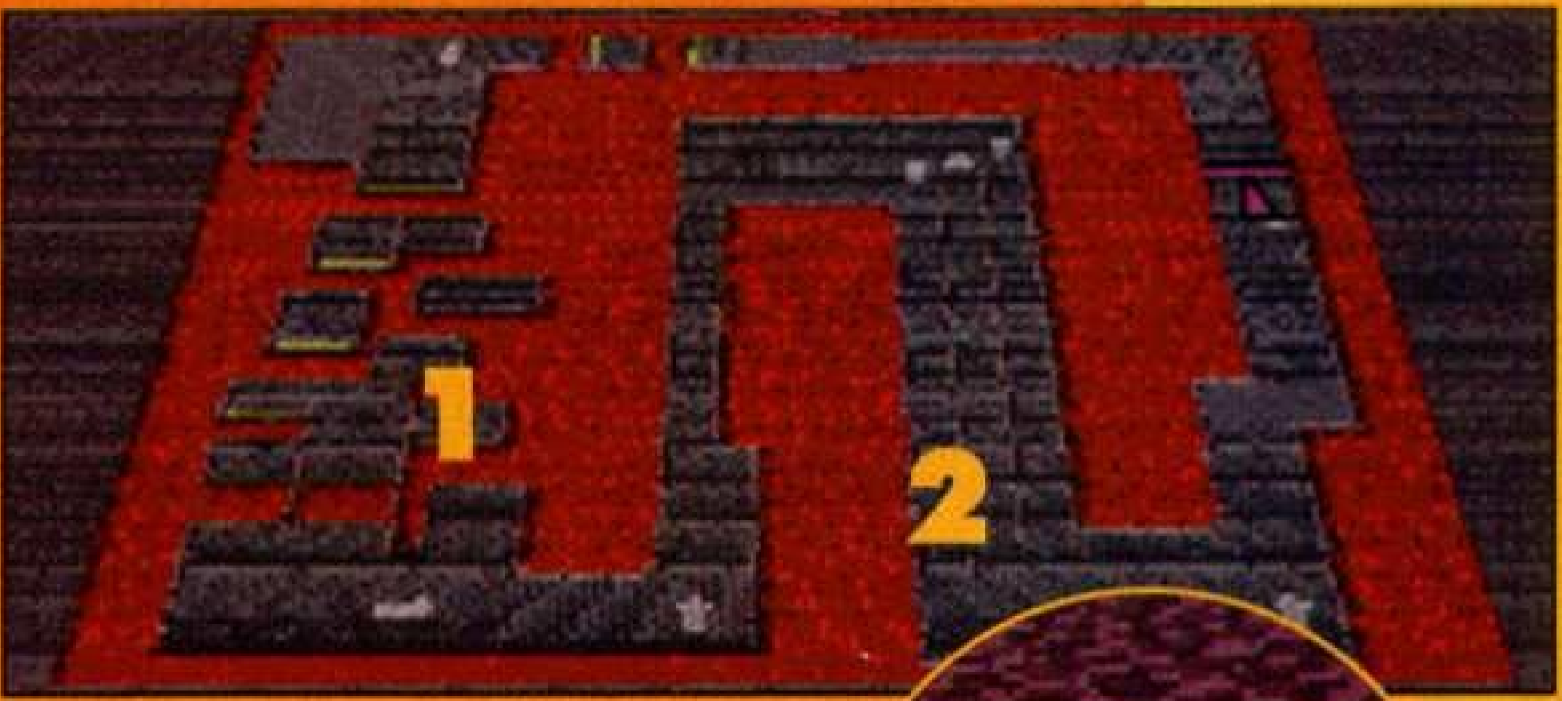
The Mario circuits are well-tarmacked, so good times and high speeds are expected. The main hazard are pipes carelessly left on the tracks, and oil skids. Later tracks have very tight bends.



1. The bend in the centre of the track is one of the sharpest. Slowing down saves time in the long run.

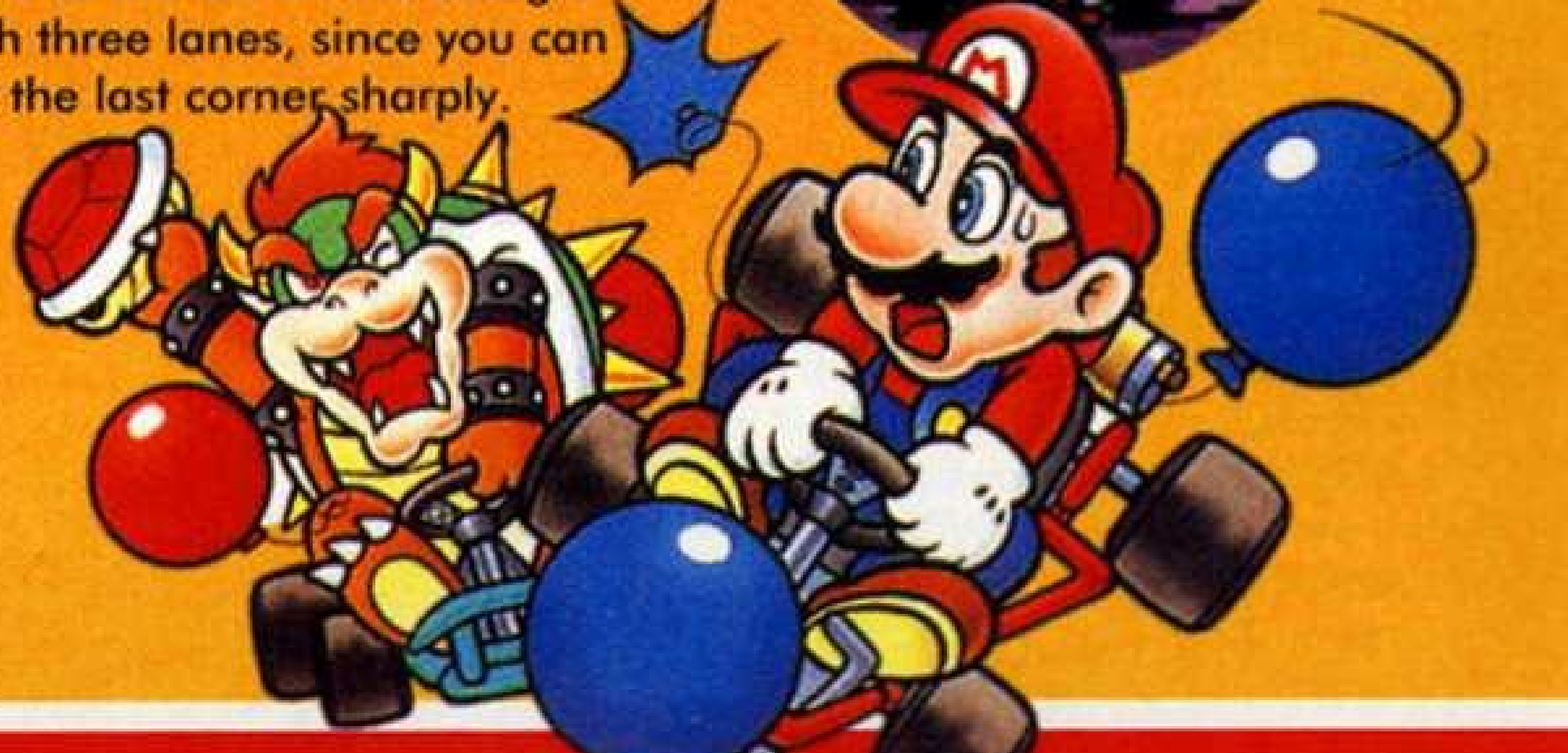
2. Getting the boost on the home straight is essential - it usually decides the outcome on this course.

BOWSER CASTLE 3



1. The pick-up pad area is spread out into three island tracks. The right-hand area is the most direct route.

2. Aim to enter the lane furthest to the left on the straight with three lanes, since you can cut the last corner sharply.



NMS TIPS

They may be small, but they're still perfectly formed! Yes indeed, it's small tips time as we reveal those strange little cheats and tippettes programmers often secrete in their code. Also, if you have any cheats and tips that haven't ben listed here, drop us a line and tell us what you know - there could even be something in it for you...

NES

GOAL

Here be some passwords for Goal. Wherest or from whom they cometh we knoweth not.

1. PDXHREJC GBURHGNL
2. KIAATELH JBMRJCIVK
3. NTXAREXC GBMOCCOM
4. SVBAYIBJ JBWICGON

NINTENDO WORLD CUP

1. 10308
2. 30708
3. 01508
4. 22008
5. 72108
6. 22010
7. 11501
8. 42406

More code-related hilarity for another sad soccer game:

9. 62606
10. 60206 - Quarter finals.
11. 22311 - Semi Final.
12. 12811 - Final.

GAME GENIE CODES

Hornby Hobbies have supplied us with this encyclopaedia of Game Genie codes for the NES. Here we go.

ADVENTURE ISLAND II

PEXVAALA: For two lives.
TEXVAALA: For seven lives!
PEXVAALE: For ten lives!!
SXNLOKVK: For Infinite lives!!! (swoon).
SZUIGEVK: Prevents Higgins' energy from counting down.
AENZTPAZ: Fun and frolics on a reversible skateboard.
ALKXAAAZ: Enables Higgins to run faster.
AAKSEYZA: Stops Higgins from losing any energy when hitting an object.
OENZTPAZ: Applies the super brakes to the skateboard.
GEXULGPA: A higher jumping Higgins!
TPPLES: All enemies gone. Must be used with the code for energy countdown.
XTAINS: Invulnerability.

BATMAN

EXGOTO: Batman's fleeing enemies freeze when shot.
EEEPOTPA: Gives Batman a full energy heart.
EGGPPA: Exploding mines.
PPPPPP: Makes the machines to move slower.
TOTPTO: Holy detergent! Some of the enemies vanish.
TOTOIO: Holy dead legs! Some of the enemies are immobile!
SOPZEA: Thwack! One shot with the dirk and a level boss is dead.

PUNCH OUT

ALNEVPEN: Infinite energy (three stars).
AAVETLGE: Knocks 'em out with one punch!
SYVALPAX: Stamina central - you never lose energy.

RAD GRAVITY

ASTVXZ: The enemies just f-f-f-fade away instead of exploding.

FESTER'S QUEST

OGIPEK: Cor! Fester's invincible.
LEGETO: Changes the music.

MEGAMAN III

AEUKXLPA: Infinite lives.
YEVKUTGA: Mega-jump.
ASSILLGP: Longer slides.
NNVIILEE: Speedier slides.
NYNKXSGK: Faster-moving Megaman.
ZANKNIPA: Extra-fast Megaman.

STAR WARS

AAXAGAZAP: Adds another life.
IAXAGAZA: Six lives.
AAXAGAZE: Nine lives,
SZEAYXVK: Infinite (count 'em) lives!
GZLNLS: Luke becomes immune to spikes...
SLVUYNSO: ... and to most bullets.
EEPPGG: Prevent the machines from falling on Luke.
SLKLYVSO: Immune to most collisions.
AAKLNGZA: Pick-ups provide full energy.
AAKLUGAX: Less energy is picked up.

SUPER MARIO BROS

EATLGZ: Mario cannot become 'Super Mario'.
APZIGU: Allows Mario to fire, even when he is small.
STAPTO: No music.
PGAETT: Mario becomes a shadow of his former self.
IOAULT: Exploding fireball action.
TELLEY: Blocks explode upwards.
GGAEXP: Instant striped screen.
POEISA: Invincibility is thine, along with 1000 points.
KIGLUY: Some enemies run faster.
KILLXV: All blocks contain coins.
SIIPKK: Takes Mario to the secret water level one.
SPEPNG: Takes Mario to the secret water level two.
SIPPNG: Takes Mario to the secret water level three.
SSPPYK: The levels become harder.
SAGOZK: Removes the background.
PPPPPP: Changes the in-game music.
POZIGU: Falling fauna.
TELPOT: Ghost-like enemies walk through objects.
POPAET: When throwing things to the left they travel further.
YPYPYP: POW blocks change into other objects.
APAPAP: Pick up a flower and stand on it.
LEGOIO: Plants become coins.
TEAPOP: Watch those enemies fall from the screen.
TEAPOT: Stunning, absolutely stunning - see for yourself.
OEPZXZ: All blocks become 1-UPs.
OOKXGLIA: Start and continue in as a Raccoon.
OOKXGLIE: Start and continue as a Frog.
XEKXGIJE: Start and continue as Tanook.
POZZVV: The Para Goomba are upside-down.
KISSYS: All enemies appear to the left of screen.
PGTIPS: No attacking nasties.
KXKXGLIA: Indestructible Mario.
SEUXKGAA: Press B and DOWN for a door.
AAPSSZ: Start the game invincible.
SXKXGLIA: Stay small.
AOZXXL: Negative world.
OXIZNL: Shivering Mario.
TOILET: No meanies.
TZILYU: Ice world.
KOZZYV: The plants don't fire as much.
IOZZVV: Freezes the Para Goomba.

CAPTAIN PLANET

EOPSZZ: Invincibility ahoy! Simply press SELECT but not on the cave-based levels. Or else.
LAGKIS: Creates a ghostly green crusader enabling the Cap'n to walk through walls. Oo-er!

LUNAR POOL

IIIIIG: Confusion alert! The balls bounce the wrong way!

BLUE SHADOW

VKPZXP: Low and behold, the Blue Shadow is endowed with a super jump.
XLTIGA: Removes all baddies.

PROBOTECTOR

EKGGGG: Get an extra life every time an enemy cops it.

BLADES OF STEEL

EAOSSAAX: Gives super-fast players.

WIZARDS AND WARRIORS

POYTZL: Infinite lives.
PAXXPYLA: Ten lives.
SZEXEPSA: No damage.
NNSAGGZU: Coins worth 255.
NNSAZKZE: Bags worth 255.
EUVILLPA: Infinite cash!
ELKZGYEA: More energy.
ELELLZEA: More energy after death.
OXNTPISE: Reduces damage.
SZEXEPSA: No damage from the obstacles.

THE FLINTSTONES

SXOEAEVK: Infinite lives.
LVEALOZA: Start with 99 coins!
PEEAPAA: Start with a sling shot.
ZEEEAPAA: Start with the axe.
GEEEAPAA: Start with a bomb.
AAKEETLA: Sling-shot uses no coins.
AAKEOTLA: Axe uses no coins.
AAKEXVZA: Bomb uses no coins.
SXXOAOVK: Infinite energy.

OPERATION WOLF

IEVUNSPA: Infinite continues.
AESKNLTL: Never die.
AANGOTPA: Infinite magazines.
AAEGKYPA: Infinite grenades.
NNEKVPLE: Health restored at the end of each level.

BART VS THE SPACE MUTANTS

OPSYVUGA: Gives Bart the power of flight!
PAXNGYAE: Coin in the lives as you gather the moolah!
PAUYZNTA: Adds 87 coins to your score and gives extra lives for every coin collected.

SNES

THUNDER SPIRITS

Aberdeen lad, Paul Hulcup, has been a busy boy this month. He's found a secret configuration screen. Pressing Start and Select on both controllers gets the desired result.

SMASH TV

To get a stage select screen go to the options screen and press right, right, up, down, R button, L button. Thanks once again go to Paul Hulcup of Aberdeen for that one.

ACTION REPLAY CODES

Darren Townsend has mentioned that we don't print any Action Replay codes for the Super NES. Oh yes we do...

STREET FIGHTER 2

Here's a series of rather strange codes. Fancy playing as Ryu but wearing Ken's red pyjamas? Type in the code 7E00C404 on the title screen. This chooses two Ryus. Turn the Action Replay off. Now highlight Ryu and Ken but don't choose them - switch the AR back on instead. You now have Ryu wearing red PJs. Cor! Thanks to Jamie Stubbs of Rayliegh in Essex for calling in with that well 'ard tip. He also sent in these well 'ard codes.

7E0C2BB0: For invincibility.
7E0C B200: Black belt edition player one.
7E0E B200: Black belt edition player two.
7EC 2B00: Weird mode player one.
7E0C 2B00: Weird mode player two.
7E0D 8000: Two special moves at once.
7E0C 2CB8: Fall off screen player one.
7E0E 2CB8: Fall off screen player two.
7E0C 1580: New moves player one.
7E0E 1580: New moves player two.
7E0C 2E00: High gravity player one.
7E0E 2E00: High gravity player two.
7E0E 030E: Silly mode player one.
7E0C 030E: Silly mode player two.
7E0C 30F6: Psycho mode player one.
7E0E 30F6: Psycho mode player two.

ADDAMS FAMILY

7E00C302: Invincibility.

7E0C2BB0: Permanent Fezcopter.

SMART BALL

Gary Young thinks he's dead smart for sussing out this level select cheat for Smart Ball, alias Jerry Boy, on the Super NES. Press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START on the title screen and much level selecting is thine, by Jove.

PARODIUS

You've got to be a nutter to want to try this one. If you feel the need to play Parodius on an extra hard difficulty setting, Kwong Leung has the answer. On the options screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. For a full weapons power-up, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, X, X, B, B, Y, A, Y, A.

SUPER MARIO KART

If for some reason you wish to race as a midget, go to the driver select screen, hold down Y press A. The highlighted character then shrinks - unfortunately, this does not work on the Time Trial or Battle modes. Also, if you choose Time Trial go to the driver select screen, and press B on player two's controller to choose a computer-controlled opponent. Achieving a fast time on the Time Trial allows you to rotate the screen using the L and R buttons. Thanks go to Craig Watts, Essex, for those topper tips.

SUPER MARIO WORLD

According to Stephen Simpson from Buxton, there is another ending to find in Mario's most recent adventure. When the last Mecha Koopa has trounced Bowser smartly on the head, keep holding up on the joypad until Mario and the gang are parading past the various backgrounds. Mario now claps his hands to prove how clever you are. By Jimminy.

GAME BOY

THE FLASH

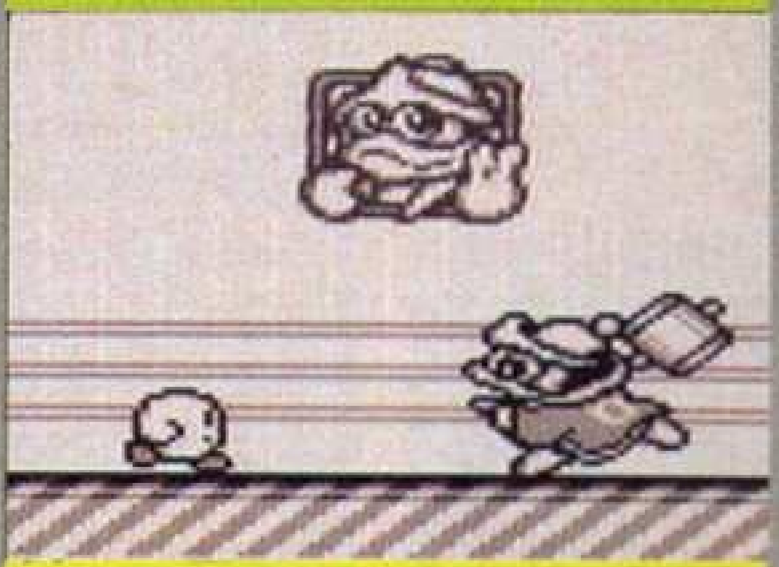
Scott Marsland has sent in these excellent codes for this playable Game Boy title.

LEVEL 2: **23 DELIVERY**
LEVEL 3: **DENIM BLVD**
LEVEL 4: **TRACK 29**
LEVEL 5: **99 PICASSO**
LEVEL 6: **INGOT LANE**
LEVEL 7: **7TH MARKET**
LEVEL 8: **TRACK 12**
LEVEL 9: **RUE LE DAY**
LEVEL 10: **TIN ALLEY**
LEVEL 11: **GORBY WAY**
LEVEL 12: **TRACK 66**
LEVEL 13: **FUN HOUSE**

PRINCE OF PERSIA

These codes make it possible to complete the game with twenty-three minutes left. David McLennan and Graham Waller of Essex are responsible for this princely provision.

LEVEL 2: **01768075**
LEVEL 3: **25610065**
LEVEL 4: **92117015**
LEVEL 5: **56008105**
LEVEL 6: **44302135**
LEVEL 7: **NO CODE REQUIRED**
LEVEL 8: **63907195**
LEVEL 9: **17808685**
LEVEL 10: **33406654**
LEVEL 11: **24708744**
LEVEL 12 A: **88632774**
LEVEL 12 B: **53131764**
LEVEL 12 C: **40036714**



KIRBY'S DREAM LAND

Richard 'Dicky' Eastwood, from Essex, thought of a dreamy tip for this happy, happy game from HAL. To find the hidden configuration and sound test screen, press DOWN, SELECT then START. For a harder game press UP, A followed by START.

THE EMPI STRIKES B

Lucasfilm's homage to the second instalment of the Star Wars saga is a worthy challenge for most gamesplayers. Some of its platform-based segments span dozens of screens and often prove extremely hazardous to a would-be Jedi's health. So to prop up your ailing Force powers, the NINTENDO MAGAZINE SYSTEM 'Friends Of The Rebellion' (themselves no strangers to fighting tyranny and evil) have come up with a series of guides and solutions to the tricky early levels of the game. The rest of the solution follows next month...

FORCE FRIVOLITY

JUMP
Allows Luke to make super-high jumps.

SABRE
With this activated, the Light Sabre's power is doubled.

SPEED
Rather obviously speeds Luke up.

BLASTER
Similar to the Sabre power, but enhances the blaster.

SHIELD
A special force-field to reflect enemy shots.

GENERAL JEDI JAPERY

TAUNTAUN
Leave the Tauntaun out of harm's way by dismounting before a fight with the Wampas. In addition, its health bar is replenished by collecting the little white growths which live in the caves.

WALKERS
It's possible to strap bombs to the undersides of the AT-AT Walker when Luke's Ice Speeder has been shot down. Just move up when directly beneath their feet.

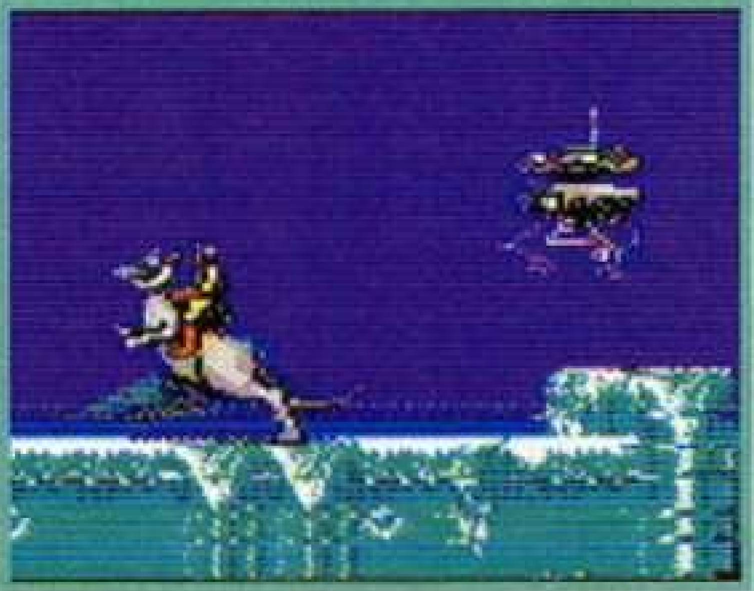
FORCE ENERGY
Save valuable Force energy for the larger bosses as our hero's supply is limited and bosses cause the most damage.

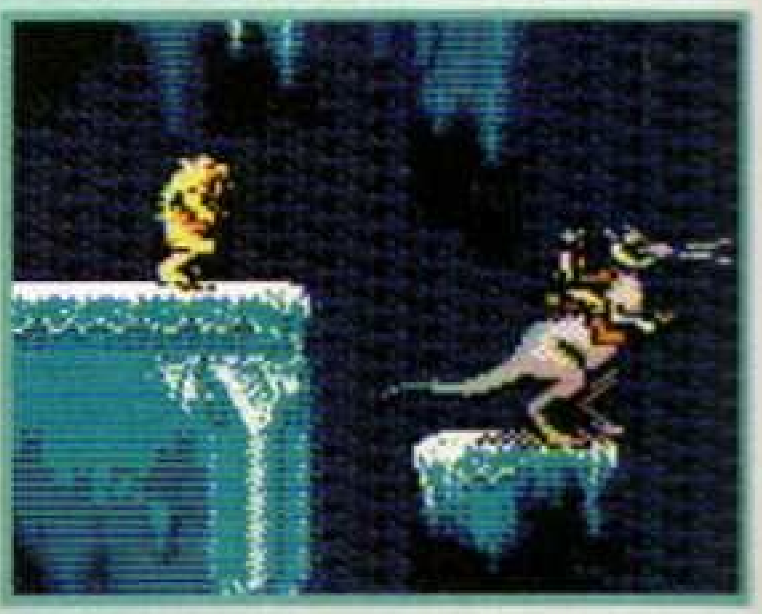
ENERGY
If Luke is running low on energy, hang around one of the doors Imperial Guards emerge from. The energy-giving hearts collected after killing them restore lost strength rapidly.

JUMPING
Extra big jumps are made by holding down on the pad for a short time. The sprite glows when ready to leap.

STAGE 1: ICE CAVERNS 1

The Ice Caverns come in two sections. The first involves searching for the Light Sabre, which proves generally more useful than the blaster. Travel right to a big hole. Fall all the way down and head right. After a while, there's a narrow passage, containing the Sabre icon. Dismount and climb up, dealing with any Wampas with the blaster. Next, it's time to head down. Continue left to find a suspiciously thin bridge of ice. There are two ways to cross this. Either dismount and walk, or attempt a big jump with the Tauntaun. Either way, keep on heading left before dropping down into a pit which contains a small tunnel heading left - dismount here. Watch out for the Wampas here. After grabbing the heart at the end of the tunnel, fall down and run right. Jump the gap - the fall leads to water - and jump again to collect the first Force power icon.

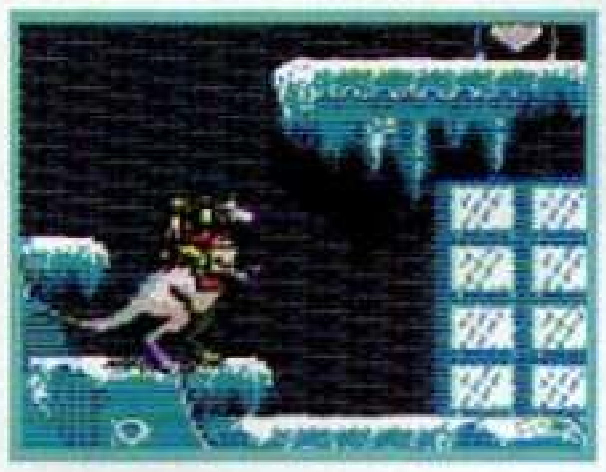




RE
ACK

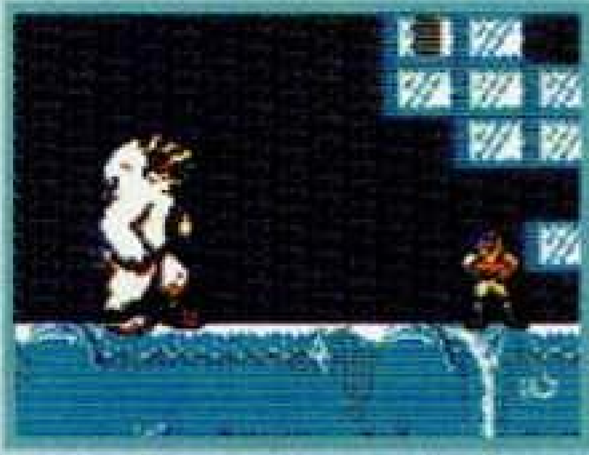
STAGE 1: ICE CAVERNS 2

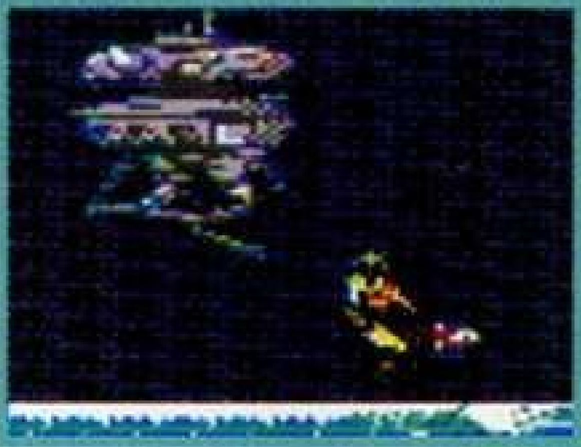
Retrace your steps to the Tauntaun. A big leap is needed to get out of the pit. Travel right until the next gap downwards. Descend and there's an island blocked by a wall on the right - use the Sabre to clear the obstruction. Using the ice-floes, head right to an island. From here it is possible to go up, using the icicles as platforms, but ignore this route and continue right. At this point, dismount for a spot of jumping action as there are no floes, and the water is deadly. On reaching the dead-end, use the Light Sabre to reveal a secret cave and a shield Force power.

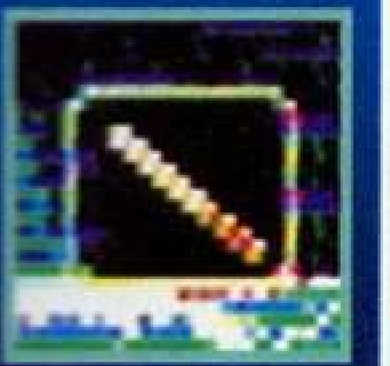


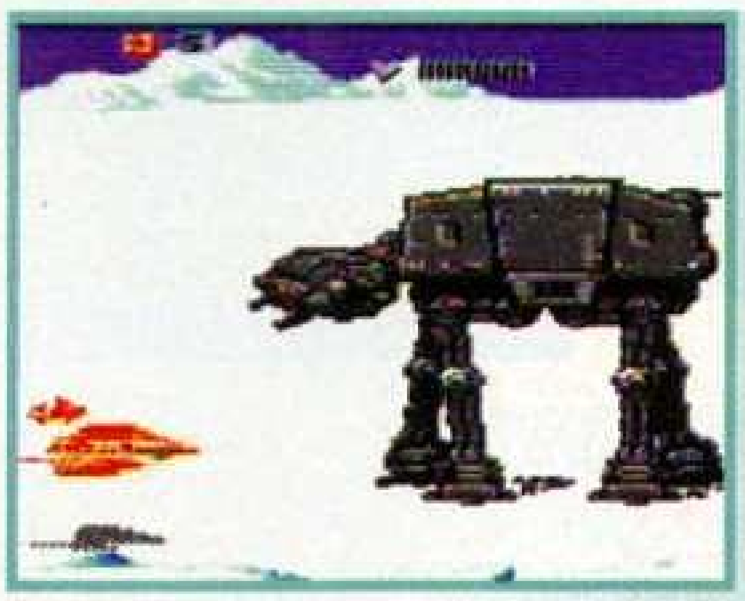
STAGE 1: ICE CAVERNS 3

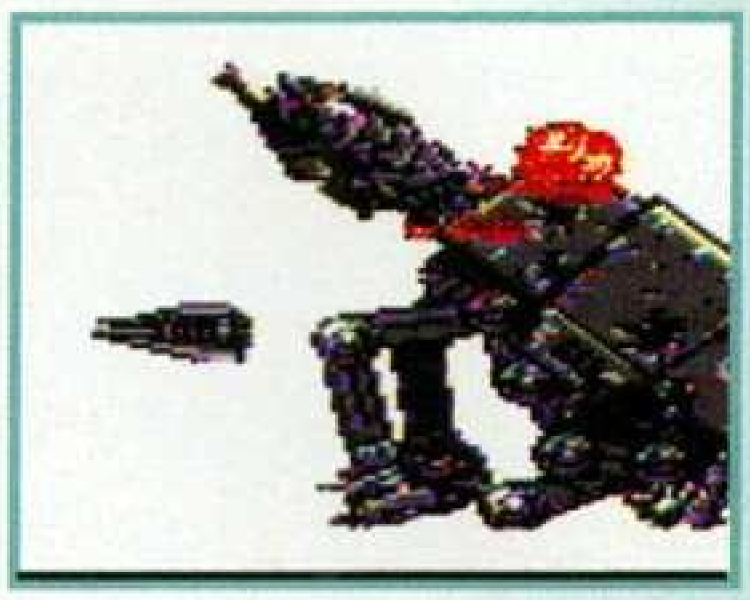
After collecting the second Force power it's time to head up-screen. Start from the island on the far right and prepare to face a giant Wampa. Beating this menace is simple: cut a niche in the ice-wall and stand in it. From this vantage point, use the blaster to blow seven barrels from the oncoming creature - it won't be able to touch you!. Now head up to face a tougher customer, the Imperial Droid. There are loads of heart icons to collect here, so defeating the Droid is fairly straightforward. The secret is to leave the extra energy until it is needed The Droid's pattern is also rather predictable. Wait until it has unleashed four missiles and jump them, then use the Sabre on it. After victory, the final ice-wall is top-right, as is the end of the stage.





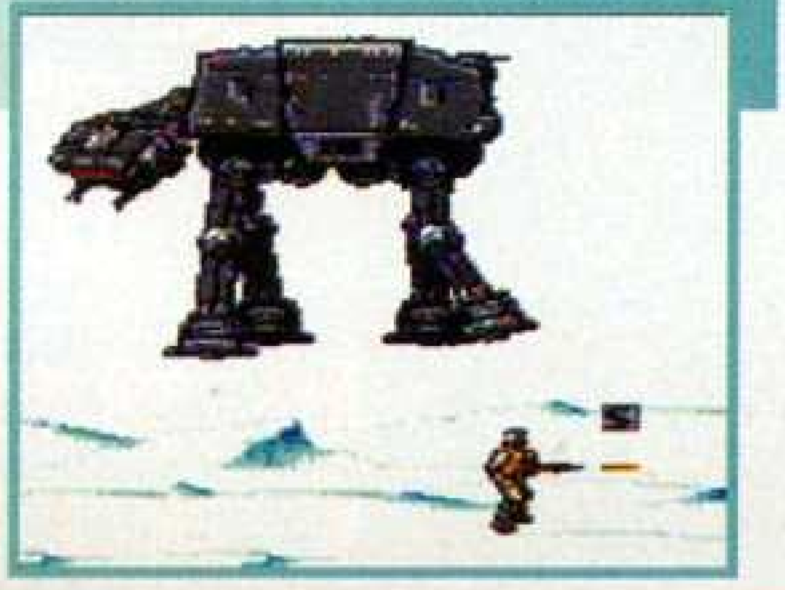






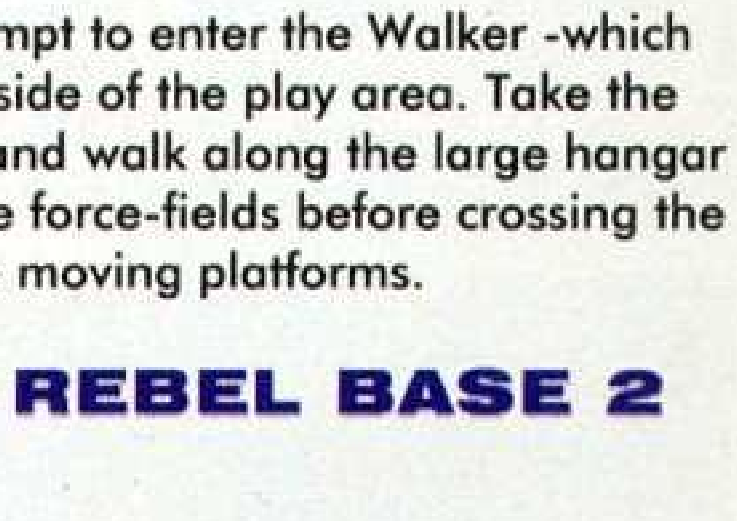
STAGE 2: WALKERS

Sadly, this part of the game becomes a repetitive routine and presents no problems once the method has been sussed. First of all, take out the first three Walkers using tow-ropes. The correct level for a tow-rope is roughly one Speeder's height above the ground. Use the Speeder's shadow to estimate the correct altitude. The first three should be tackled before the rest since they are the greatest threat to the rebel base. From then on, fight the Walkers with lasers using the same attack pattern. Approach the targeted Walker from the rear, flying between the level of its rear cannon and the front cannon of the walker behind - this is a relatively safe zone. Fire your lasers when heading towards him, before turning at the last minute. Move about a Walker's length away, and turn and repeat the exercise. On the unlikely event of a crash, always run and shoot in one direction, whilst keeping clear of the walkers' feet.



STAGE 3: REBEL BASE 1

Head for the top-left hand corner of the complex, which requires going up, right, up and left from the start point - the Light Sabre power-up is here. An active Walker blocks the way, but is easily skirted past. After taking, return to the starting area. Continue moving down until Han appears with a prompt to enter the Walker -which is on the left-hand side of the play area. Take the Walker on the lift, and walk along the large hangar area, destroying the force-fields before crossing the hangar area on the moving platforms.



STAGE 3: REBEL BASE 2

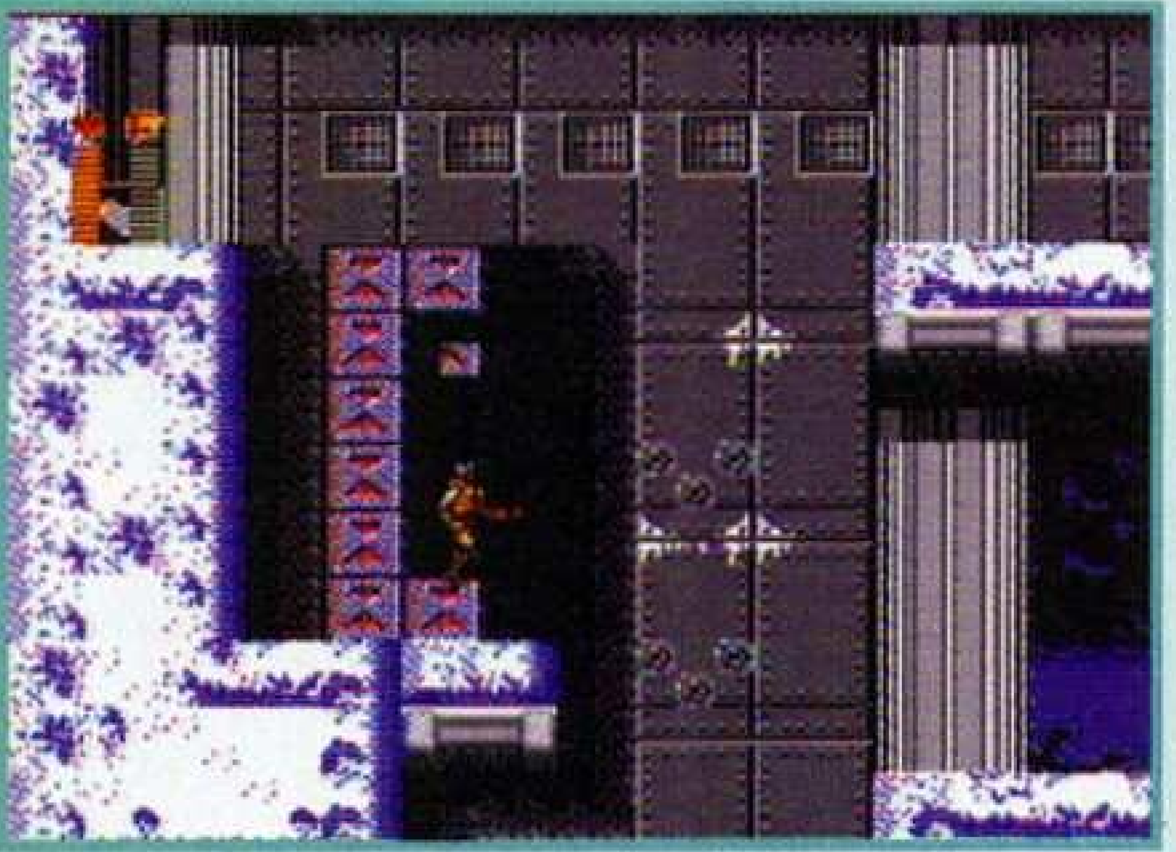
This is the most frustrating part of the level as it cannot be passed on foot. Travel left across the small platforms and then up and right. After a

THE EMPIRE STRIKES BACK

while, a renegade Walker is letting off shots all over the place, but ignore it and head left and up for another Force power-up - use the blaster to turn the rocks into a handy stairway. Now it's time for the Walker.

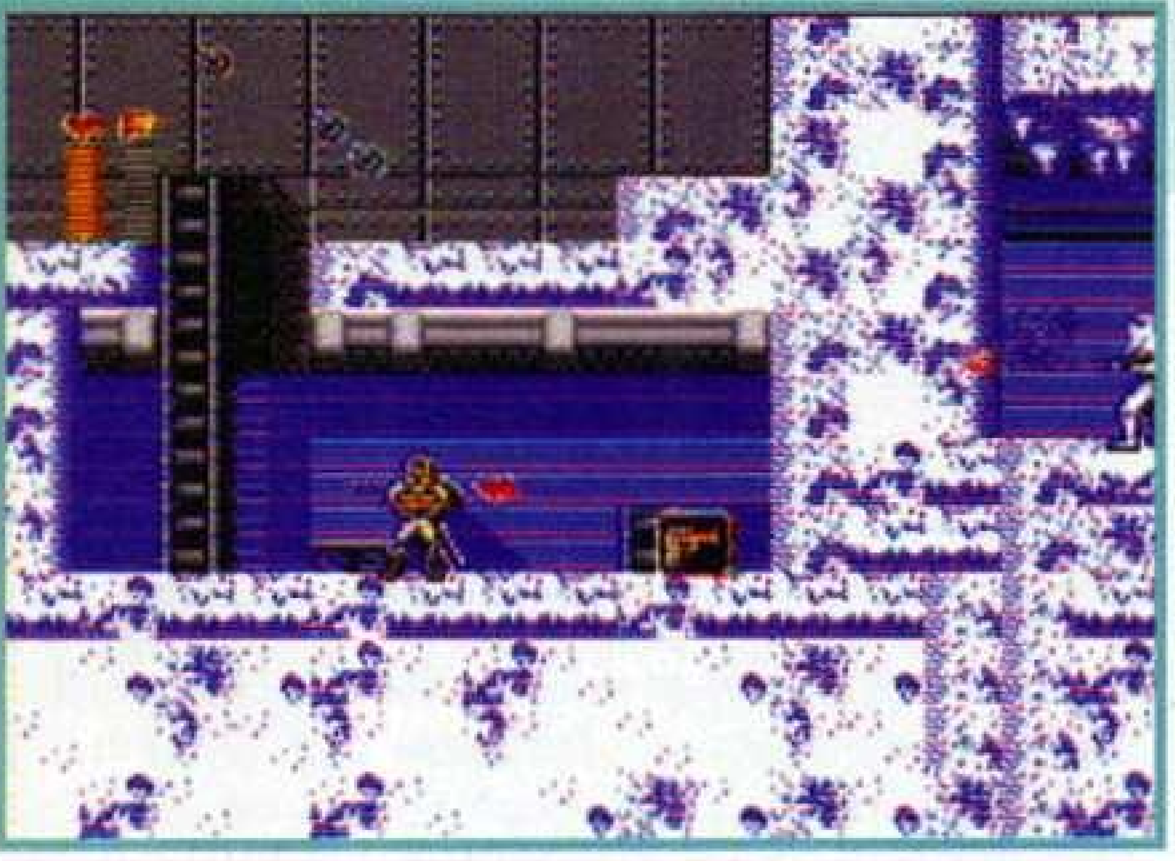
STAGE 3: REBEL BASE 3

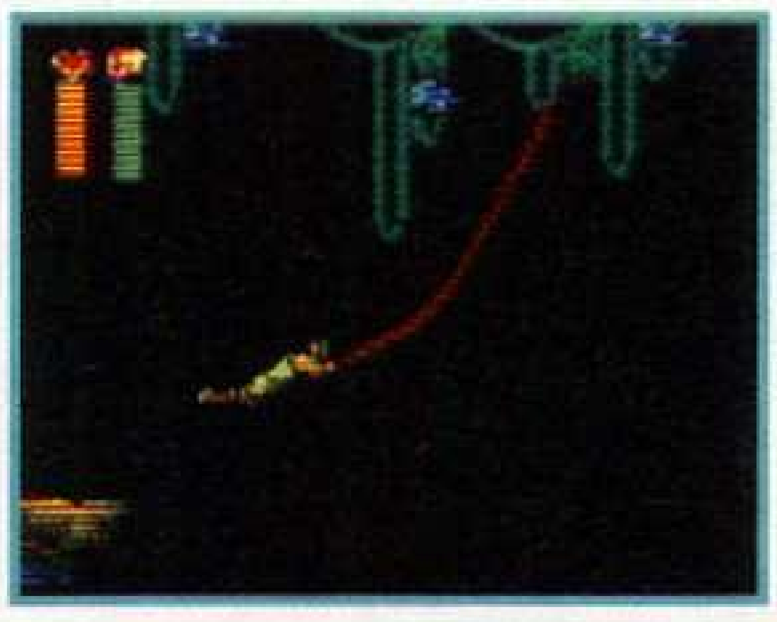
There is a simple, if laborious method to defeat the errant Walker. Go up to the platform above its head and move to the edge. Now aim down and fire on to its head - it won't be able to retaliate. When it finally collapses, climb into the shell and cross the deadly divide.



STAGE 3: REBEL BASE 4

As you reach the end of this long stage, head up and right to collect the extra life and Force energy there. Move back down and enter the blue-walled levels. Directly right is a shield icon, so collect this and continue right. Another droid 'Boss' awaits but using the stairs as a partial shield whilst firing diagonally at it makes things considerably easier. It takes time, but always does the trick. Now get the energy and Force power from the room in the left. Use this on the Walker which is found along the passage on the right. Use the powered-up Light Sabre to deal with it quickly. When its beaten, it's time to visit Dagobah.





STAGE 4: JUNGLE PLANET 1

Once on Dagobah, heading into the trees is a priority. To do this, go left and up through the cave network - ensuring that the vine snakes are killed before you ascend the vegetation. Similarly, the jumping creatures that live on the ledges are easy to beat: jump to the right, onto the ledge and shoot them as they jump across. Other creature trouble comes from long-necked tree monsters, but shooting every hole near or in a tree is the best way to be sure no energy is lost. The large ant which lives underground is not worth fighting - simply use a Force-powered jump to pass it.

STAGE 4: JUNGLE PLANET 2

Things should go smoothly until the water area. Extra Force energy is hidden in a cave across the lake, and is accessible via the tree branch. Climb as high as possible and travel right, using the longer vines to swing across the wider gaps. Don't use Force jumps - a well-timed small jump is more likely to succeed. Although the screenful of ants and bonus energy looks tempting, it's not worth the risk so head right for the final confrontation of the level - with a large Grasshopper. Fighting this monster often results in Luke being sent back to the start of the stage again, so jump the gap with a small jump, making sure to duck straight after. As the Grasshopper flies overhead, use a Force-power blaster or Light Sabre. When he's dead, it's time to head for Bespin...

TO BE CONTINUED....

Next month, we'll be concluding our Jedi-related japes, so stay tuned for the next thrilling instalment...

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HEALTH
1186
POWER
N→

MEGA MALL
HEALTH
POWER

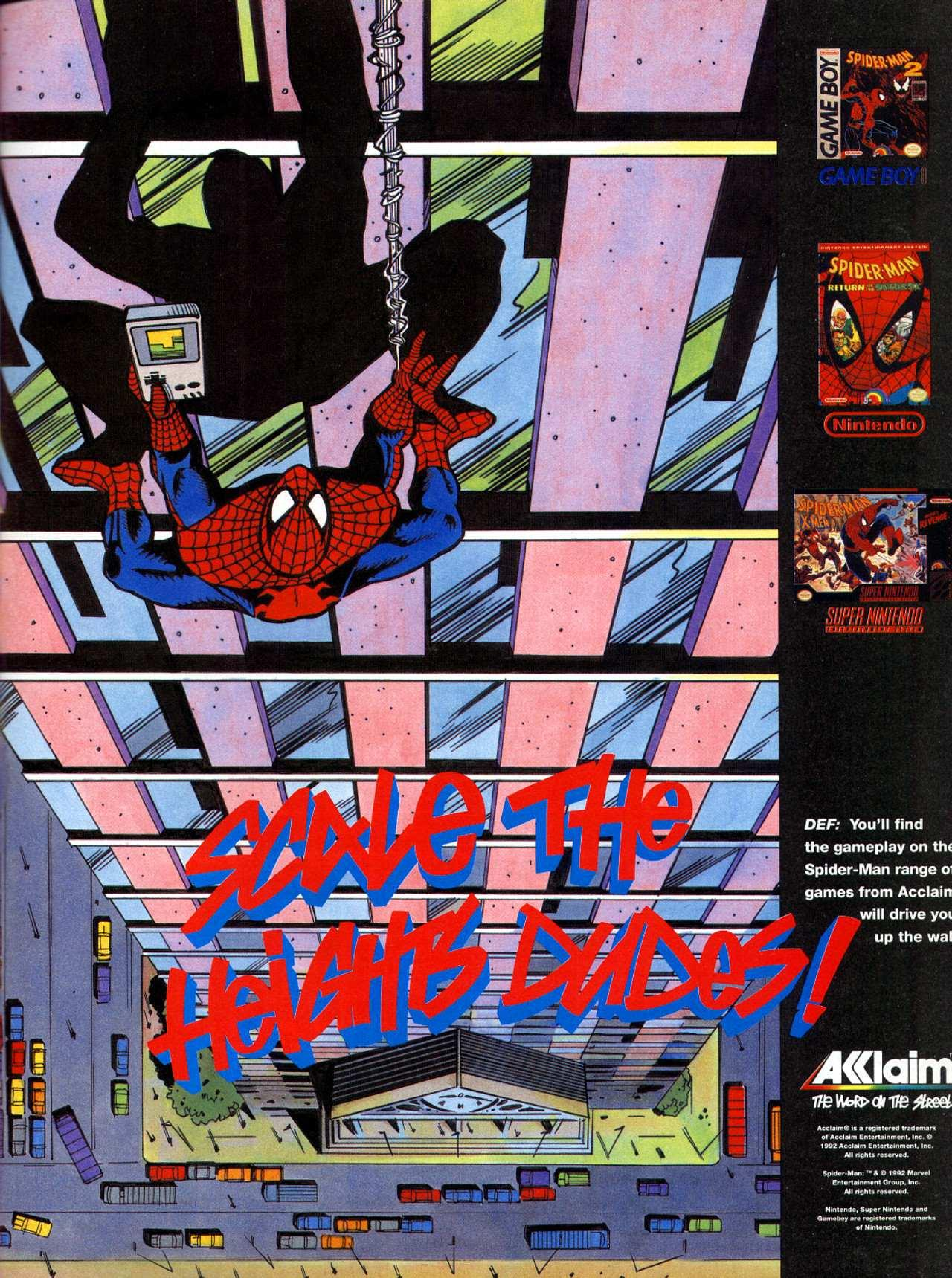
Blimey, are we really heading for our fourth issue already! It only seems like yesterday that we were stunning you with loads of exclusive reviews, previews and players' guides...

Still, number four is indeed on its way and is set to be filled to the gills with loads more first reviews. Up for examination we hope to have The Addams Family: Puggsley's Scavenger Hunt, Jimmy Connors' Pro Tennis Tour, and Nigel Mansell for the Super NES. We also hope to have the NES front covered with a review of Defenders Of Dynatron City, whilst Game Boy owners should be wowed (or not if as the case may be) by Titus The Fox.

In addition to all this fun and (exclusive) games, expect the usual NMS jamboree of tips, previews and up-to-the-minute news. It's out a month from now, so get down to that newsagent and start hassling him for it - or you might miss out...

NMS THE best Nintendo magazine - and that's official!

OUT december 19th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THE WORD ON THE STREET

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1 PLAYER

4 MEG

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RELEASE
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CONTINUES
PASSWORD SYSTEM
SKILL LEVELS
ONE
RESPONSIVENESS
OUT OF CONTROL
1ST DAY SCORE
Complete first 12 missions
ORIGIN
This is an enhanced version of the Amiga and PC game Wings that was released a couple of years ago.

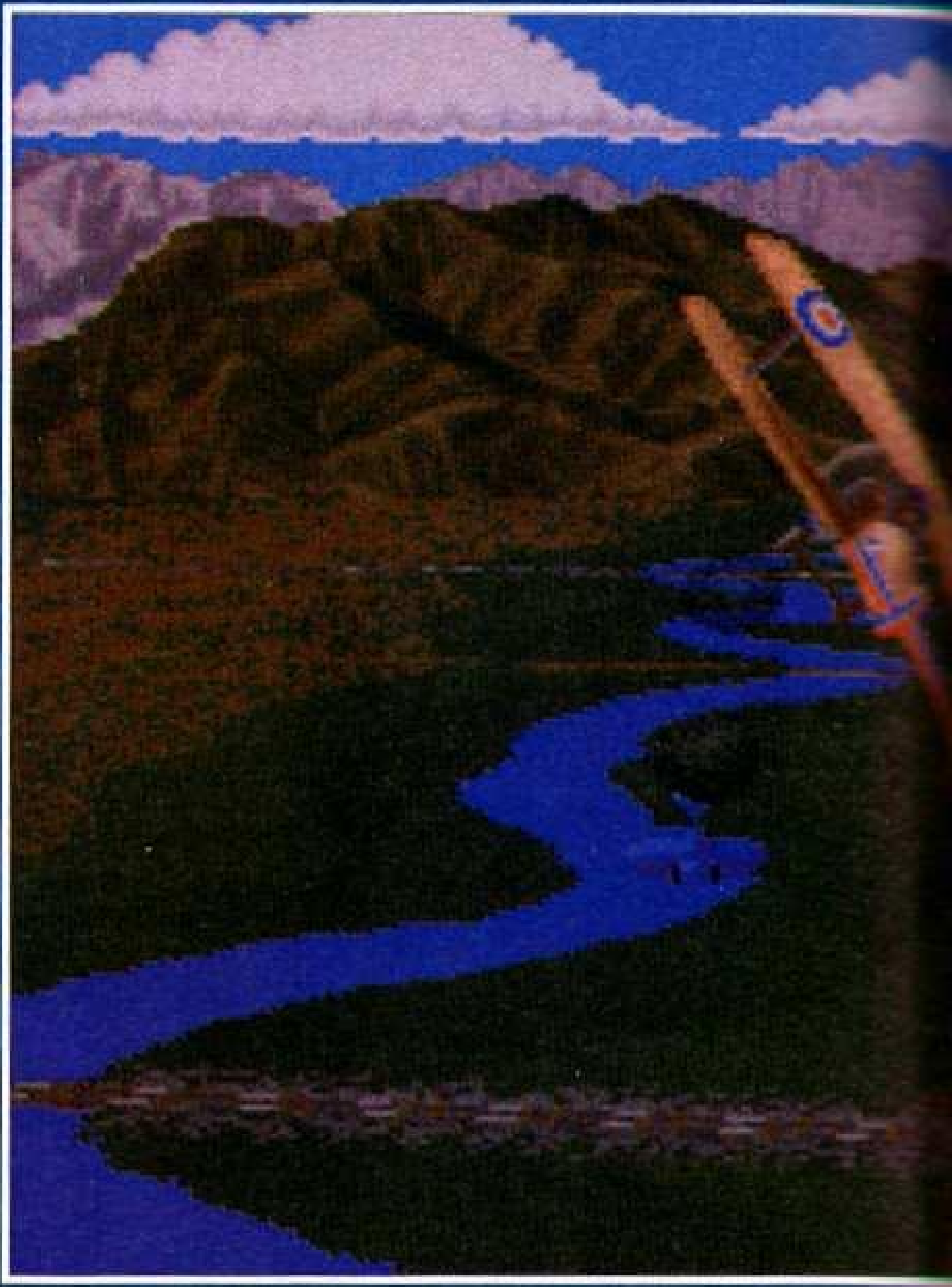
By jingo! Almost got drilled when I tackled a Hun crate on the way back for tiffin at the end of my patrol, but the old sausage-stuffer came a cropper! Managed to get the old bird home even though she looks like a sieve! Toodle pip!

If that previous sentence means absolutely nothing to you, it sounds like you need to brush up on your World War I fighter pilot lingo! And what better way to do it than to become a pilot and take to the air courtesy of Blazing Skies.

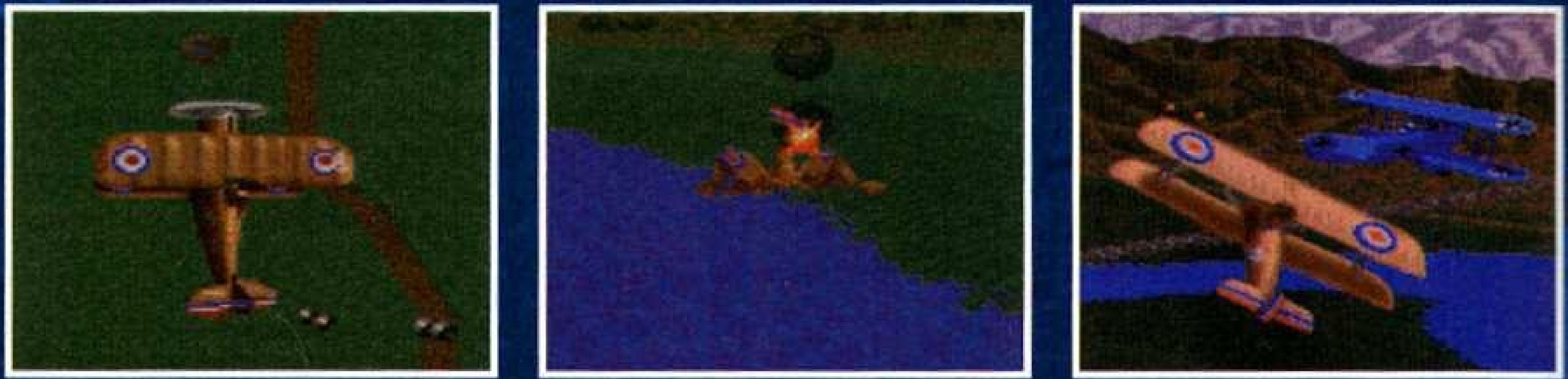
Basically this is a World War I combat simulation in which you enter the cockpit of a rickety old biplane and battle the krauts in a gentleman's war high above the squalor, death and desolation of the trenches. There are missions a-plenty, including strafing tanks, bombing emplacements and of course shooting the seven shades out of the Hun in a variety of dogfight situations.

Two viewpoints are used: overhead scrolling for the bombing runs, and full mode 7, 3D rotate-o-vision for the dogfights and strafing runs. The controls are simplified so that all you need to worry about is pointing the plane in the right direction and blasting Fritz!

So choose your pilot from the five available on the starting screen roster, grab your joystick and take to the skies!



BLAZI



▲ Although most of the action is viewed from behind the plane, during a bombing raid the action switches to a bird's eye view.

THOSE MAGNIFICENT MEN

There is a choice of five fighter aces on the title screen. All come from different backgrounds and each has his own special ability. Should you wish to associate with a burly factory worker from Manchester, John Hargreaves is the man for you. You may wish to assist Lawrence Wolfe in his quest for glory, rely on the expert marksmanship of Marcel LeBlanc or outmanoeuvre a hawk with the aid of the dexterous Charlie Dexter. The choice is yours.

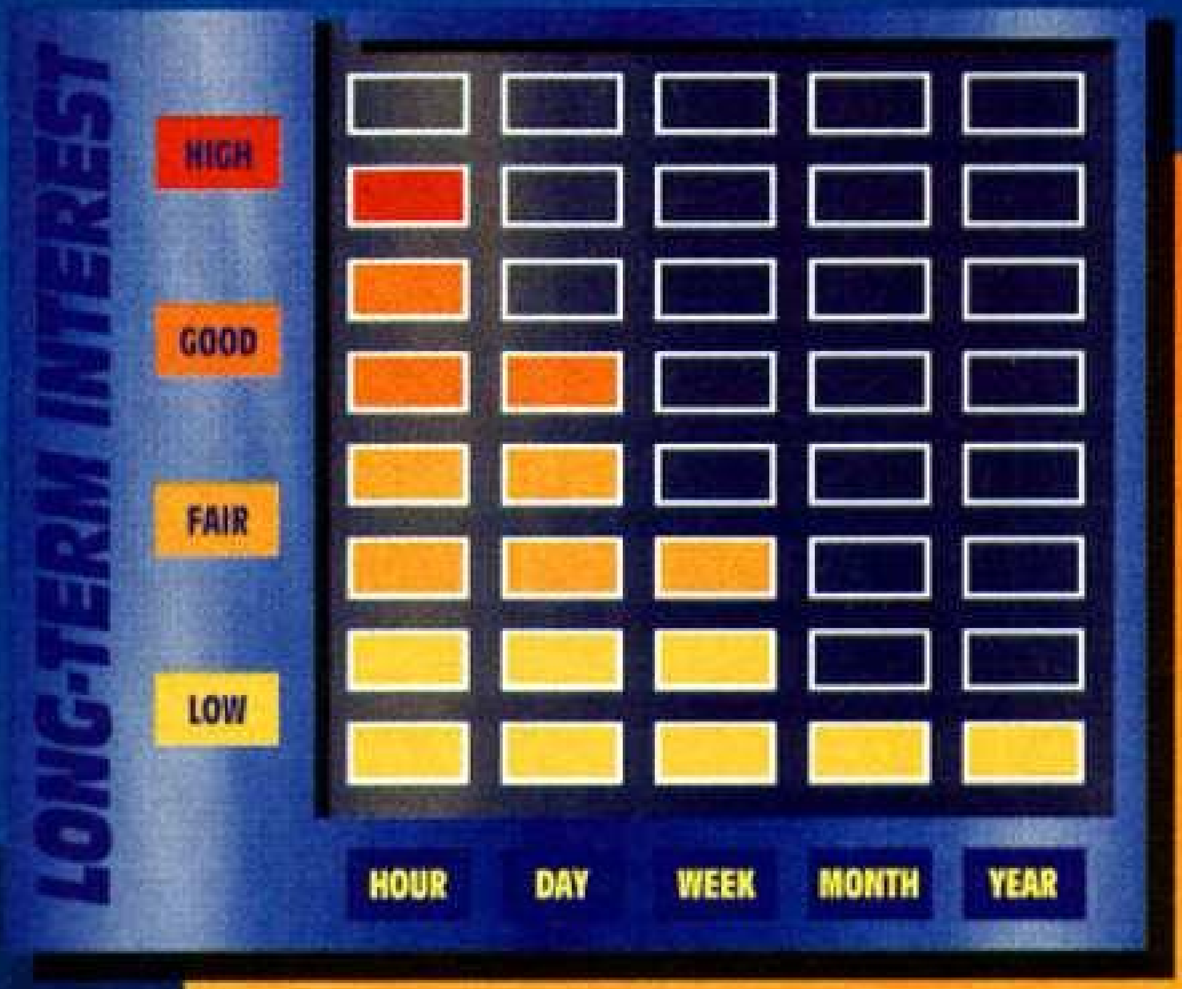
▲ **Charlie Dexter**

▼ **Lawrence Wolfe**

▲ **Sean Maloney**

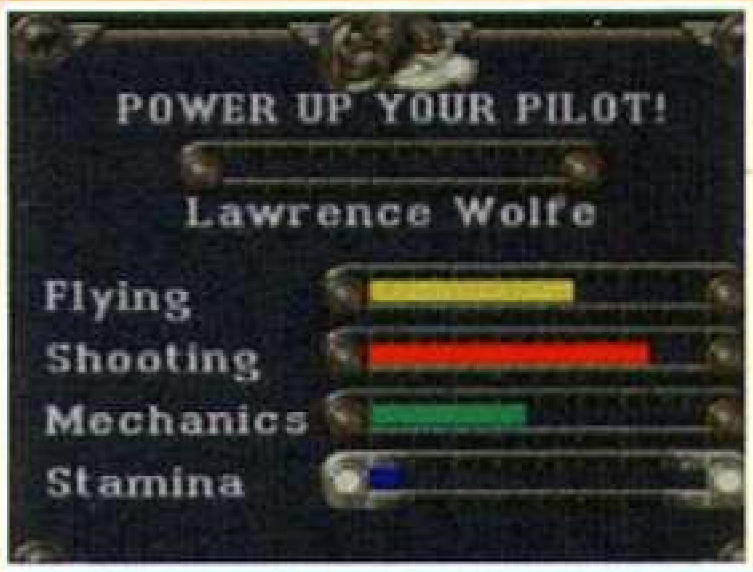
▼ **Marcel Leblanc**

▲ The five would-be heroes in all their sepia-tinted glory. My, what good-looking fellows...



BUCKETS AND SPADES

When you first pick a pilot, he's a complete novice with only average abilities. To turn him into an ace, you need to develop his skills, and this is done by successfully completing missions. Each time you complete an objective you're given a limited number of points which can be allotted to four different areas of skill. In this way, the pilot's flying, shooting, stamina and mechanical abilities can be adjusted accordingly to make up for your own shortcomings.



POWER UP YOUR PILOT!

Lawrence Wolfe

Flying
Shooting
Mechanics
Stamina

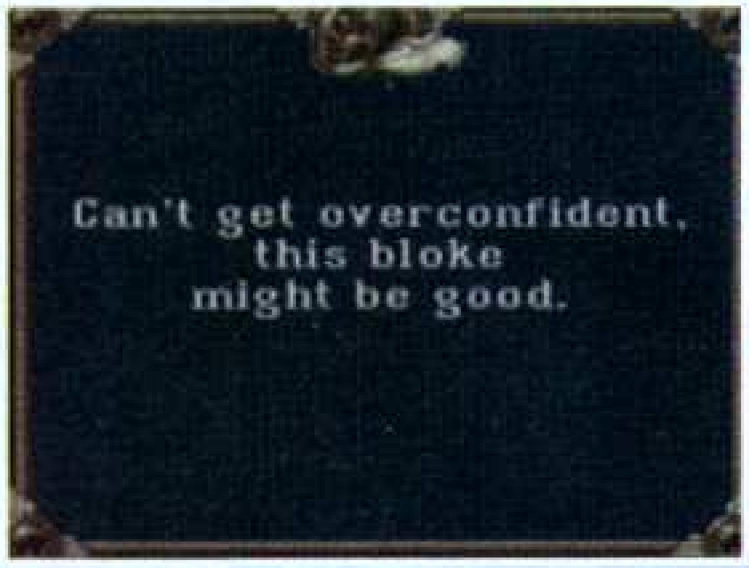
▲ Making the most of the 'power-up' screen is essential if your pilot is to prove a positive threat to the Jerry menace.

NG SKIES

BOMB THE BASS

Some of the missions given to our heroic fighter-pilots require high explosives to be dropped onto enemy targets. Since this is World War I and only the beginning of aerial warfare, there are no such things as guided missiles, fly-by-wire and automatic targetting. No sir! It's all down to the pilot to study and memorise a photograph of the target, fly out there and drop the bombs using nothing more than his eyesight and clever timing!

▲ Your in-mission target is detailed in a pre-mission briefing. Unfortunately, this is all the help you get as the enemy locations are unknown - still, there would be no element of surprise otherwise!



Can't get overconfident, this bloke might be good.

▲ Your prowess is constantly monitored by 'the powers that be', and you should expect a sarcastic comment if you crash a plane.

How To Control The joypad is used to actually pilot the plane across the dangerous 3D landscapes. The usual eight directions come into play when banking the plane and when altering its current altitude - or avoiding obstacles.

A NO FUNCTION

X NO FUNCTION

B NO FUNCTION

Y MACHINE GUN FIRE

L/R DROP BOMBS

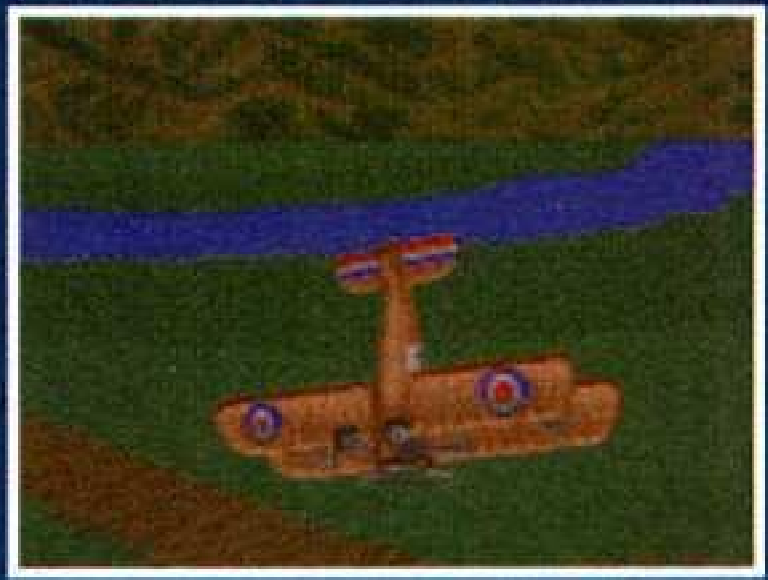
S **START:** STARTS/PAUSES GAME
SELECT:

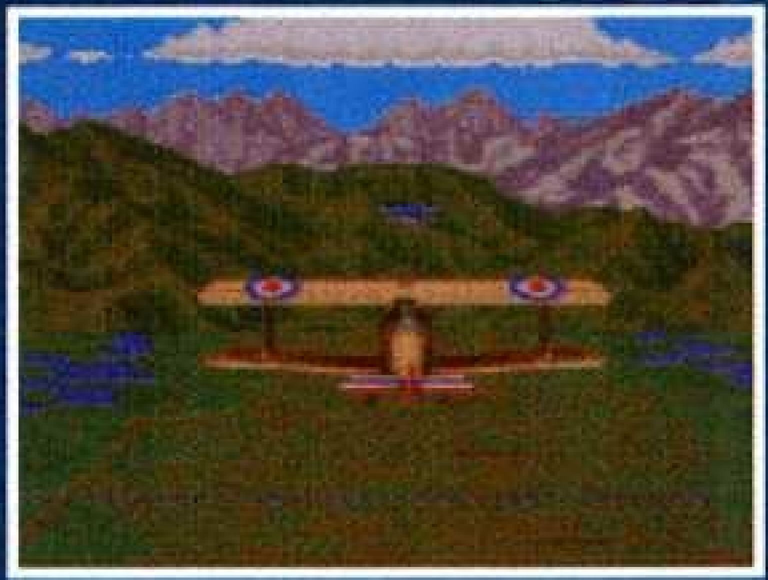
How To Play With five pilots from which to choose, your basic aim is to embark on a series of do or die missions during the first World War. The missions involve engaging the enemy in dogfights and bombing missions. However, the five pilots also act as 'lives' and if they are killed in action, are obviously no longer available from duty - although each withstands a limited number of hits before they 'buy the farm'.

REVIEW

AAAGH THE FOKKERS!

Dogfighting plays a major part in Blazing Skies. The aerial battles start out easy, with you getting the drop on a lone and rather inept Gerry in a very slow crate, but as you progress through the war and begin to make a name for yourself, you come up against several at once, including taking on three high-speed Fokkers who are all out for your blood! Another mission with a twist involves shaking off a top German ace who's trying to shoot up your rear! Get out of that one, matey!

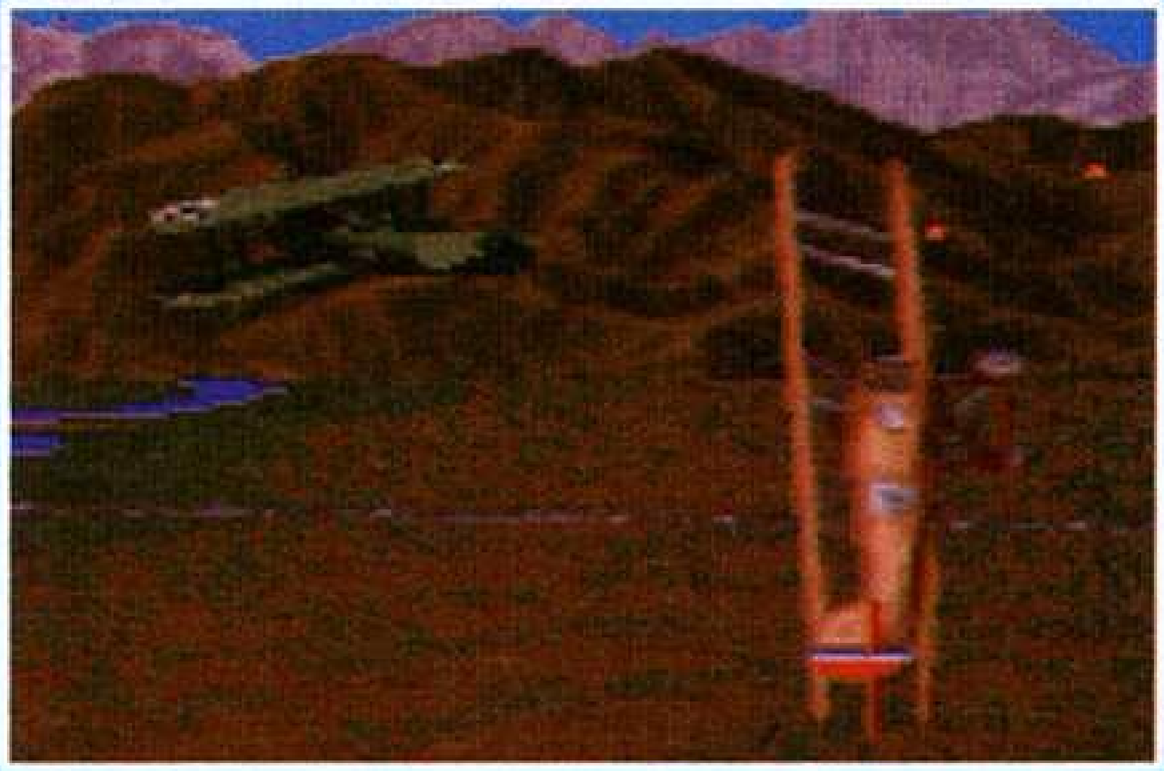




▲ Crashing is, sadly, all-too easy and, as in the real thing, you don't get a second chance. However, the unwieldy plane and the strange perspective often makes flying harder than normal - adding an element of frustration to the game's missions.

PLAY IT STRAFE!

Taking out ground targets so our boys can move the front line another six inches nearer Berlin is oft' a priority. First of all things start out easy with the order to take out a couple of supply trucks. But as the war progresses you have to knock out enemy tanks and heavily fortified bunkers in the face of much hostile anti-aircraft fire!



COMMENT

PAUL

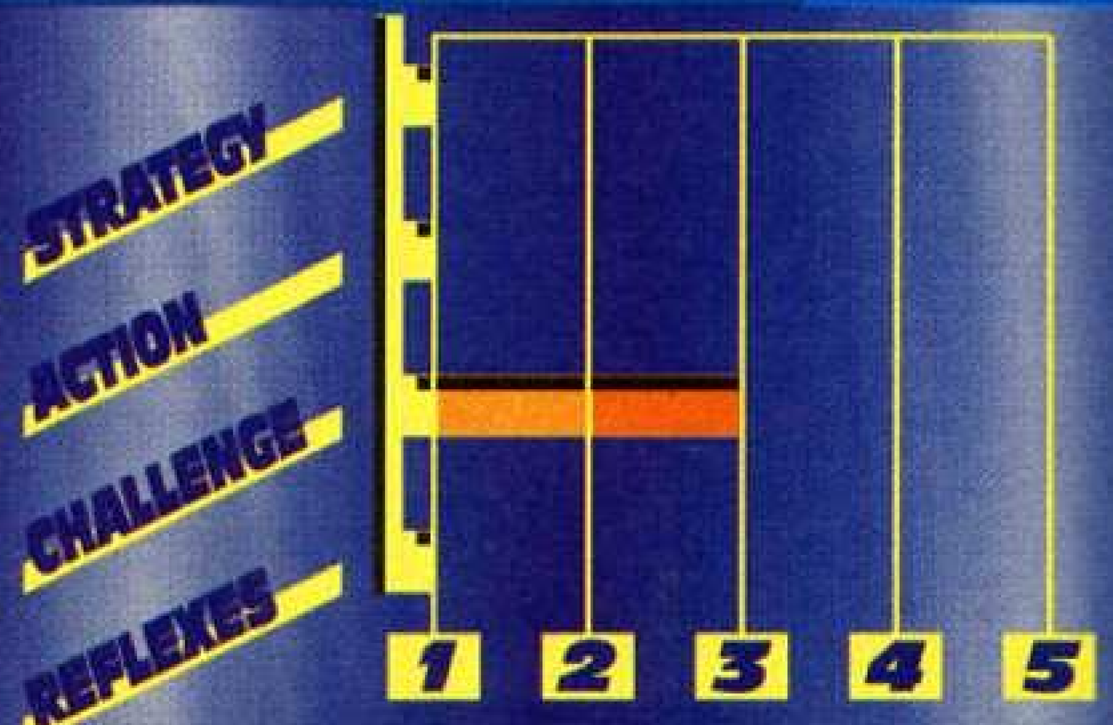
My expectations of this cart were high but my hopes soon plummeted to the ground as I realised the insurmountable odds stacked against the player - mostly due to the naff control method, which makes flying the plane very difficult. It might look impressive, but what the screen shots don't show you is the jerky animation on the aircraft and the monotonous nature of the landscape where the same features are repeated over and over again. The dogfights are the best thing in the game, with some fairly intense battles, but the raids on enemy bases and strafing runs bomb quite spectacularly! For a short while the novelty value of pretending I was Biggles was enough to keep me at the joystick, however it wasn't long before I wished I was at the controls of a far better flying game like Pilot Wings.

COMMENT

JAZ

What I hoped was a fast and furious aerial combat simulation has turned out to be a frustrating shoot 'em up with knobs on. My major gripe is that the controls are far too fiddly and simply don't "feel" right. The plane pitches, yaws and rolls in a totally unrealistic fashion and the poor inertia, vague feel and sluggish feedback makes flying the plane accurately very tricky - to be honest you end up spending more time battling the control method than the enemy! Once you've got a grip on the control's shortcomings and get into the game itself there's more disappointment in store. There are only three basic missions - dogfighting, bombing and strafing. Dogfighting is great fun and is the most exciting aspect of the game, but bombing is like a very dull and simplified vertically scrolling shoot 'em up and strafing is made very annoying by the aforementioned control problems. Although it looks impressive, Blazing Skies doesn't deliver on the playability front. It's tough and provides fun for a while, but doesn't offer the long-term appeal or sheer enjoyment of Pilotwings.

RATINGS



BREAKDOWN

PRESENTATION

69

▲ All presentation screens are very classy.

▼ Having to put the very long save game code in every time you die is very annoying.

GRAPHICS

81

▲ Looks impressive and the enemy sprites are neat.

▼ The landscapes are barren and the background mountains scroll jerkily.

SOUND

71

▲ Heroic fanfares and solemn overtures fit the action.

▼ The limited effects do nothing to heighten the atmosphere

PLAYABILITY

51

▼ Very fiddly controls make the going very frustrating at first.

LASTABILITY

52

▲ The prospect of dogfighting holds a certain attraction.

▼ All the missions are fairly dull.

OVERALL

Could have been a great combat simulation, but unfortunately dreadful controls and some very dull gameplay elements bring it down.

49

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SUPER NES

REVIEW

2 PLAYER

8 MEG

PLT GAME

The Magical Quest
Starring MICKEY MOUSE

PRICE:TBA
BY:CAPCOM

RELEASE
TBA
CONTROL
1 OR 2 JOYPADS
GAME DIFFICULTY
EASY
CONTINUES
UNLIMITED
SKILL LEVELS
3
RESPONSIVENESS
HOT
1ST DAY SCORE
30,000
ORIGIN
Magical Quest is Mickey's first outing on the Super NES. As with past Megadrive and Game Boy Disney licences, the action takes the form of a platform game.

THE M

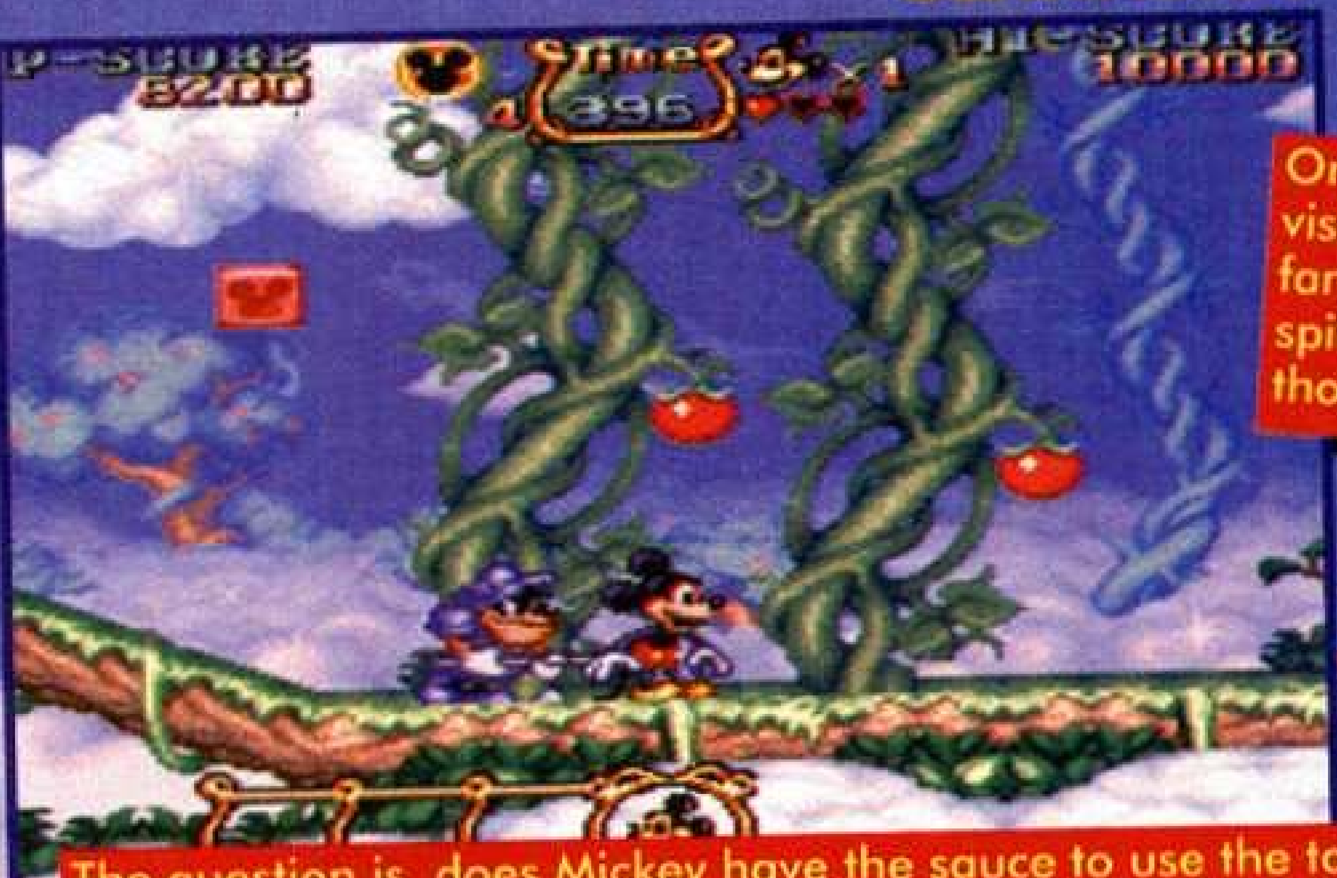
STARRI

MAGICAL M

People usually live to regret the consequences of not mowing the lawn. Normally, it's just a clip round the ear or no pocket money, but for Mickey Mouse the ramifications were far more serious. Whilst playing catch with Goofy in the overgrown back garden of his Toon Town home, the ball was lost when Goofy punted it into a patch of overgrown weeds. Ever obedient, Mickey's dog, Pluto, ran off to retrieve the rubber sphere, only to completely disappear in the burgeoning foliage. As quick as a flash, Goofy went after him and Mickey was left alone. After a while, it became apparent that both had got lost, so Mickey decided to have a look in the depths of the herbaceous border himself.

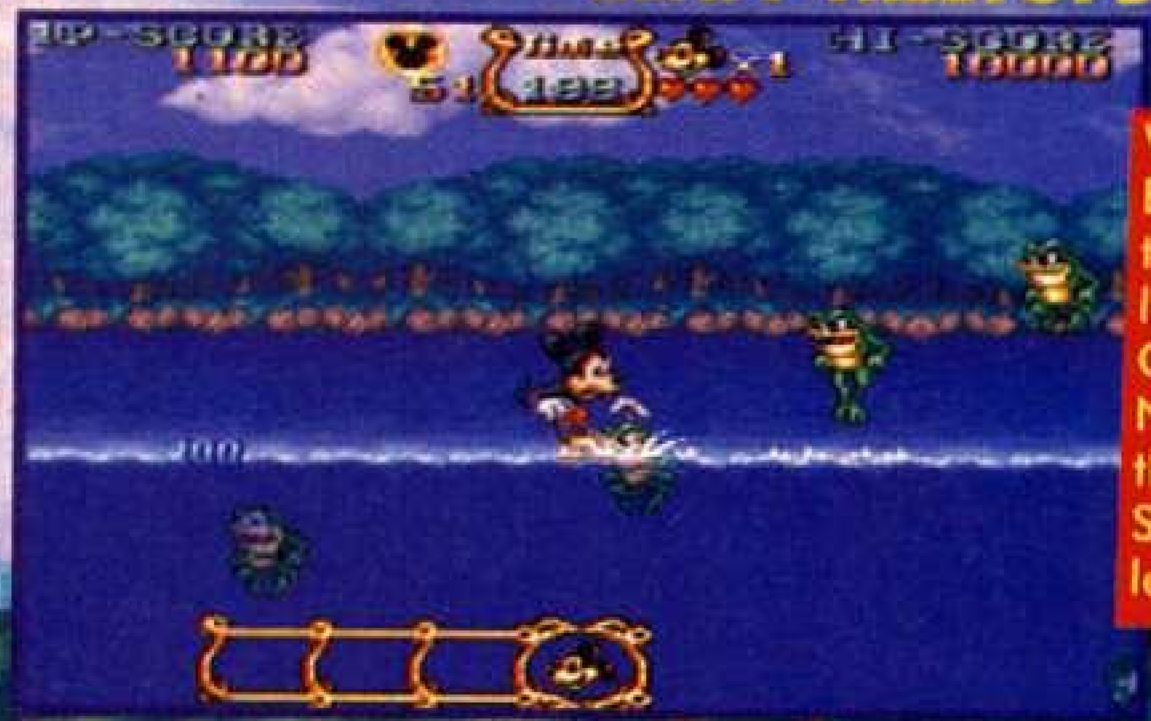
However, on exploring the overgrown mess, Mickey was amazed to find the entrance to what appeared to be another world. Realising Pluto and Goofy must have gone in, Mickey followed. On entering, though, Mickey found that, although the new land was full of interesting things and creatures, it wasn't a very friendly place - and it also appears that Mickey's oldest enemy, Pete, is the ruler of the hostile land. Amongst other things, nasty bees took exception to Mickey as he ran through a giant beanfield, but he eventually found sanctuary in a strange hut. Hopefully there would be someone more willing to help him find Goofy and Pluto. Oh, if only he'd used the Flymo!

BEANFIELDS



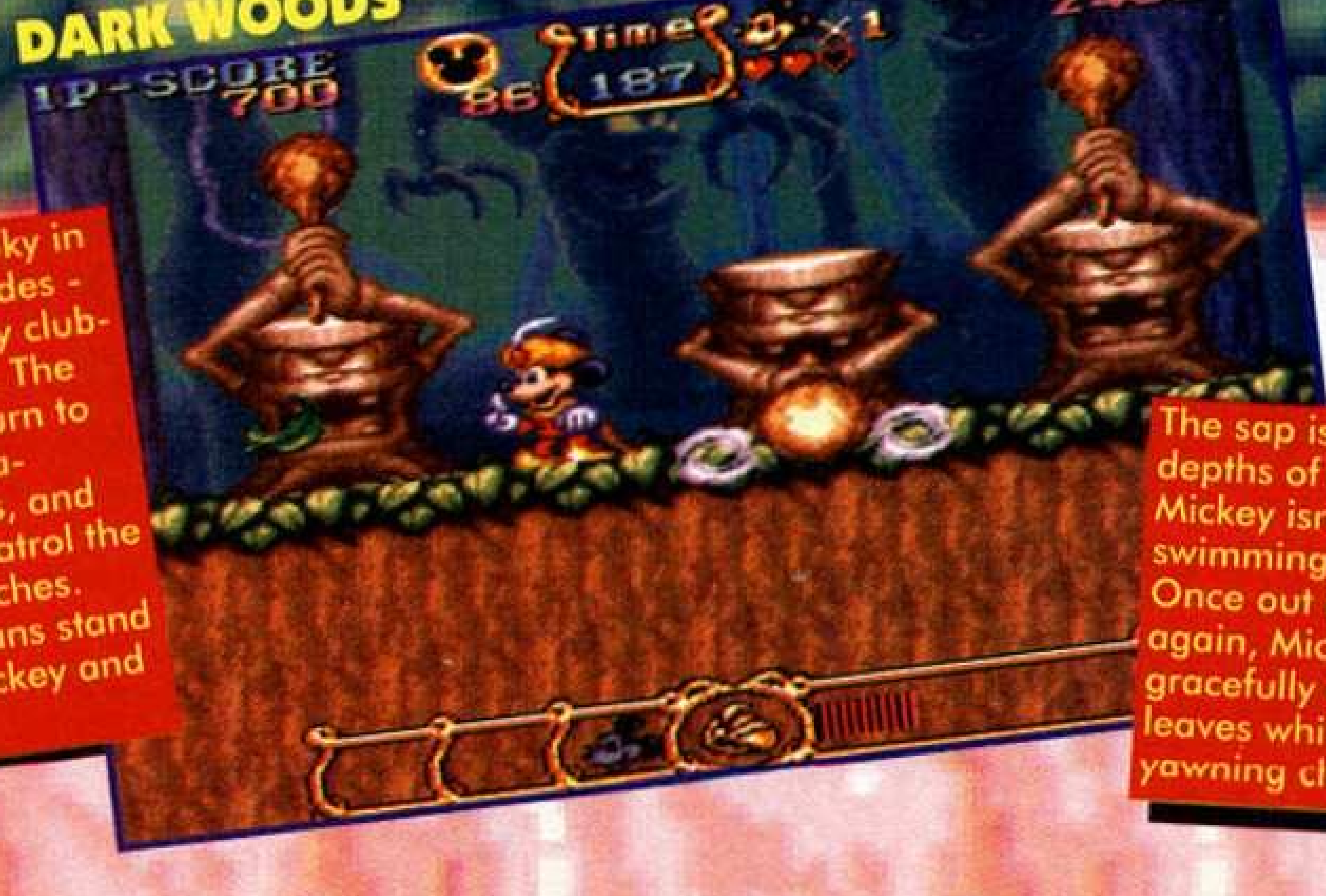
The question is, does Mickey have the sauce to use the tomatoes? It may be the only way to scale the giant beanstalks. Such is the altitude, clouds present themselves as platforms, and peculiar vegetables reach epic proportions!

LEAFY TREETOPS



Watch the busy Beavers as they build their lodges in the leafy glens. Conventional Natterjack Toads share the waters with bizarre Starfish, as Mickey leaps across them all.

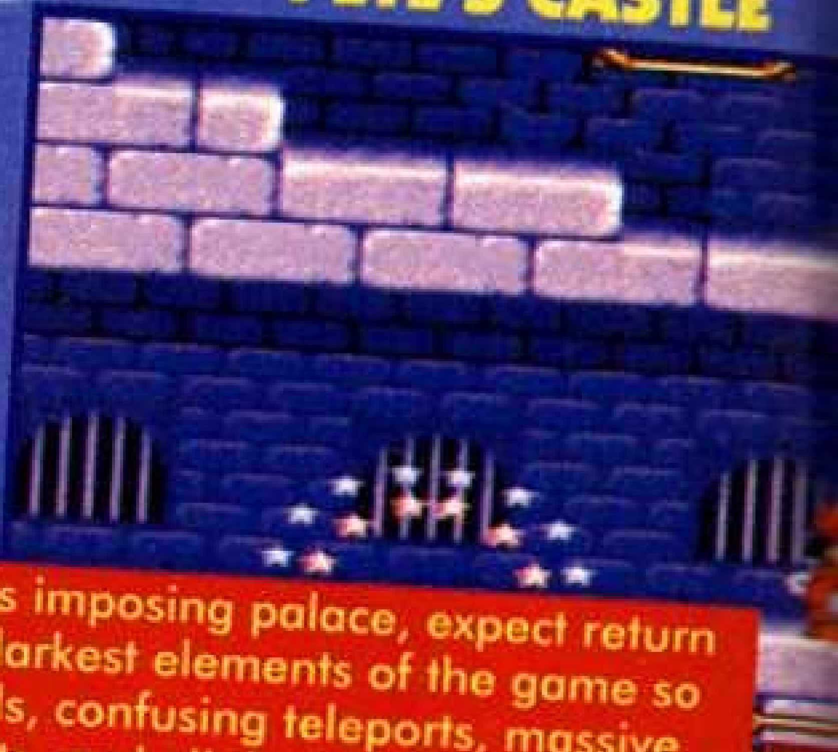
DARK WOODS



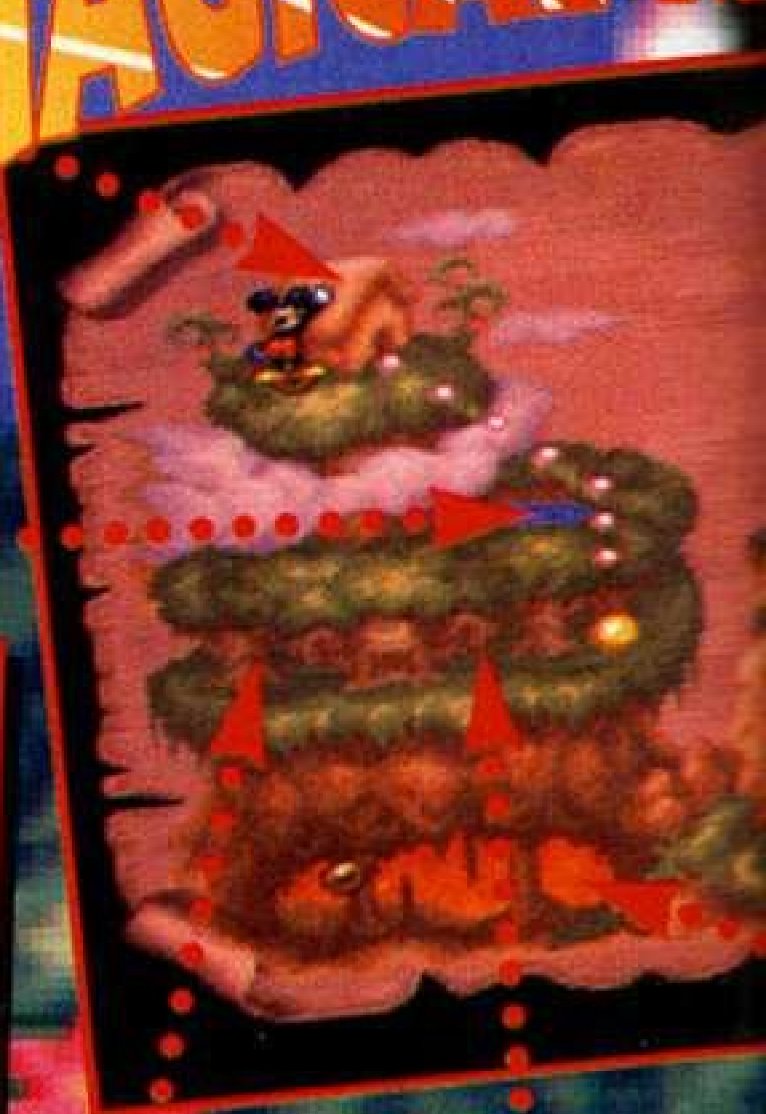
Things get spooky in the gloomy glades - home to deadly club-wielding trees. The clear waters turn to murky Piranha-infested pools, and Pete's men patrol the springy branches. Jumping beans stand between Mickey and progress.

The sap is rising in the depths of the old Oak. Mickey isn't the only one swimming inside, though. Once out in the open again, Mickey descends gracefully on the falling leaves whilst avoiding the yawning chasms below.

PETE'S CASTLE

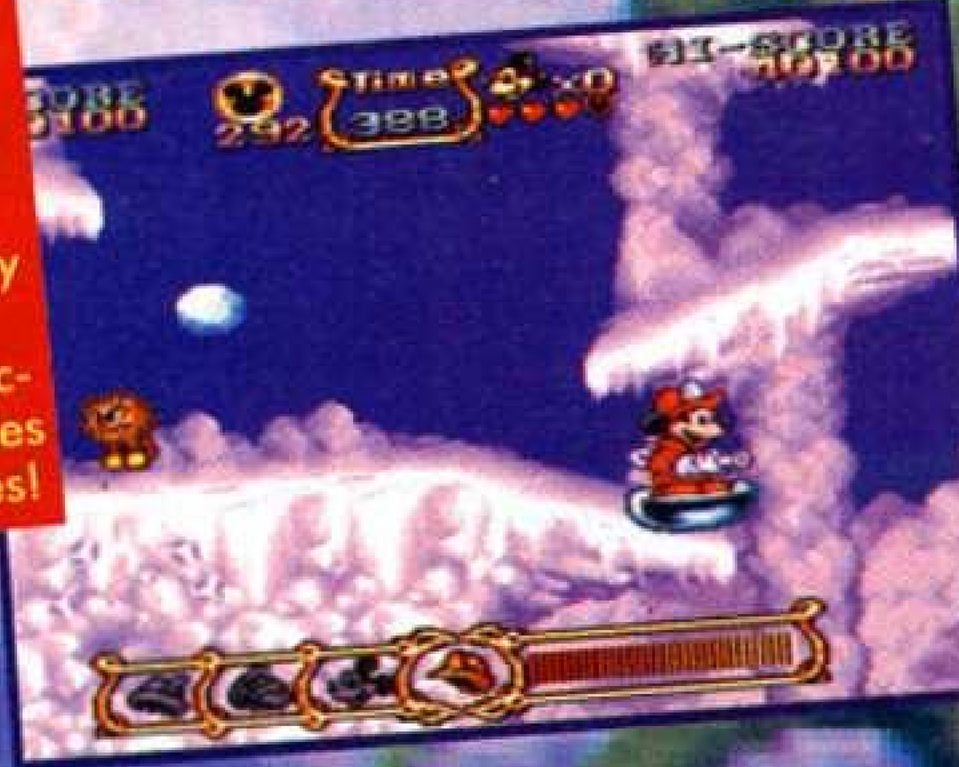


On entering this imposing palace, expect return visits from the darkest elements of the game so far: muddy pools, confusing teleports, massive spike-filled vaults, and all the bosses you thought you had done away with before. Eeek!



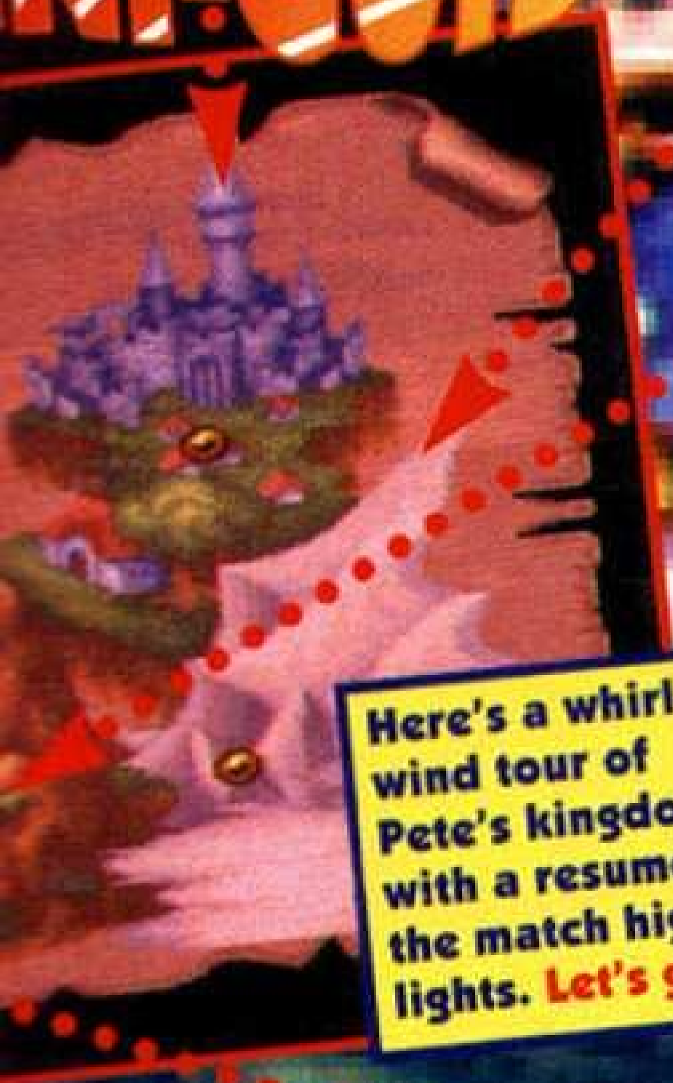
AGICAL QUEST MICKEY MOUSE

ICY TIP



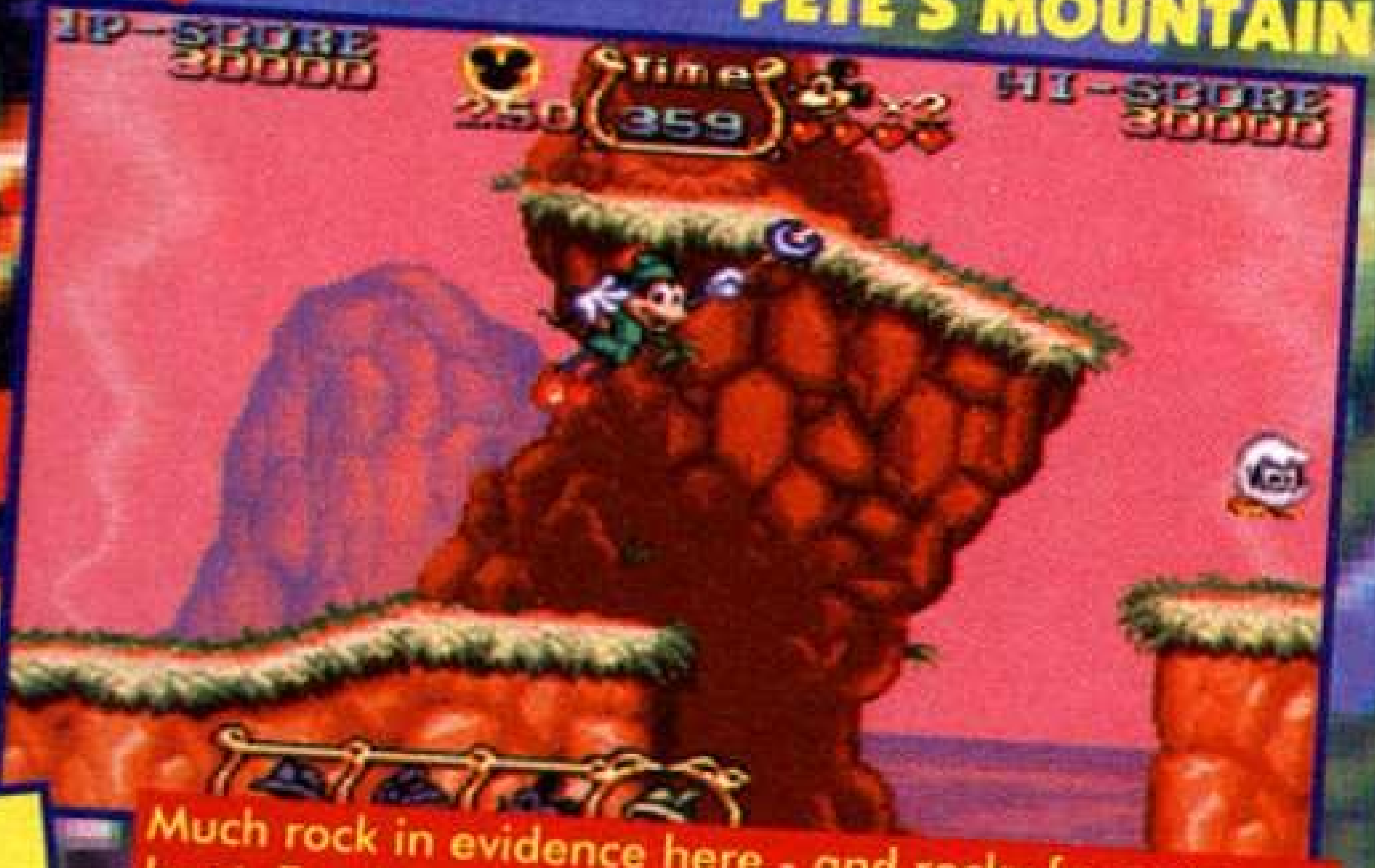
The terrain now becomes a winter wonderland, with the Aurora Borealis lighting the Arctic sky. The gaps are now pretty daunting, and the slippery surface should carry a health warning. However, the lack of friction allows runaway rides on the back of ice-cubes!

NI-GUIDE



Here's a whirlwind tour of Pete's kingdom, with a resumé of the match highlights. **Let's go!**

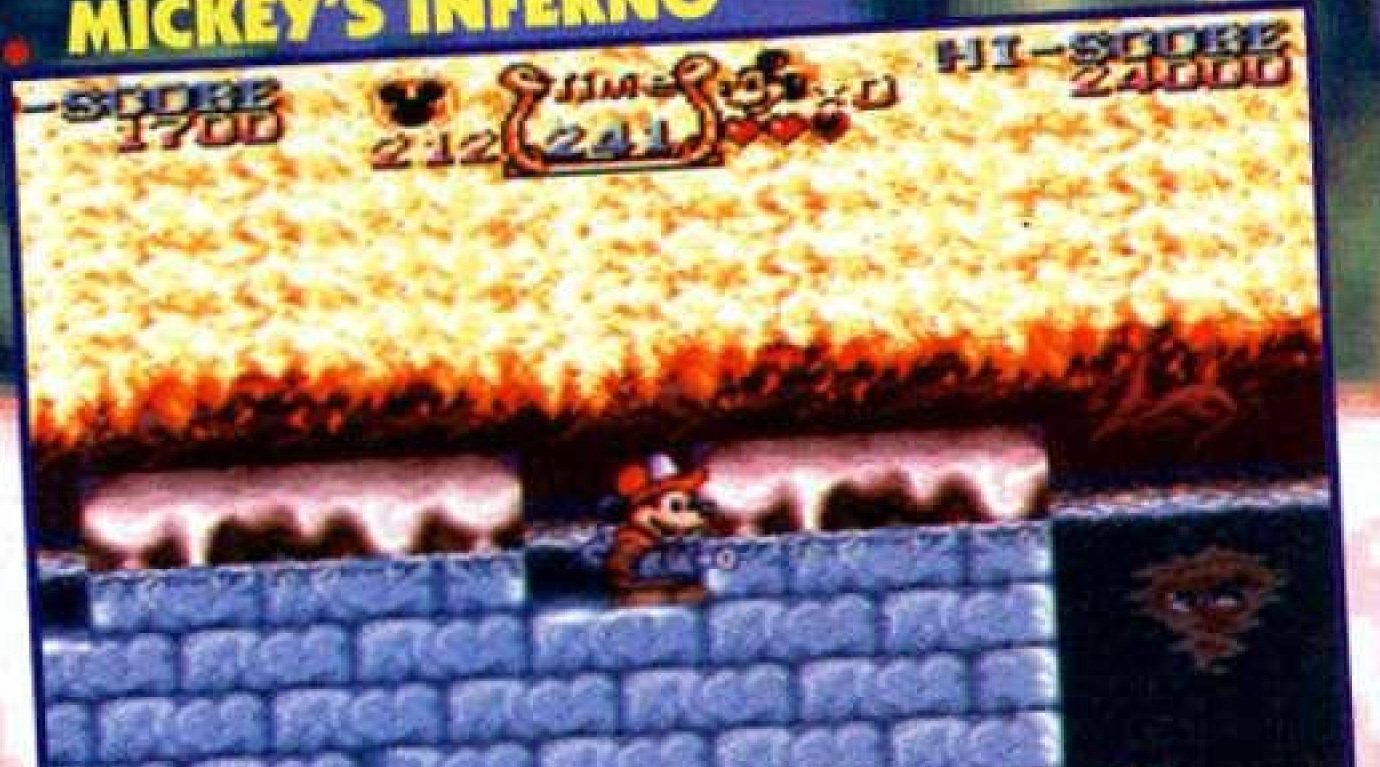
PETE'S MOUNTAIN



Much rock in evidence here - and rocky fauna to boot. Feathered minions of Pete and their floating cohorts present problems, but long falls are considerably more perilous. Rapid gusts of wind sweep through these narrow crevasses, constantly threatening to drag Mickey to his doom! His only aid is the small number of rock-swinging points.

TREE STUMP

MICKEY'S INFERNO



Pete drives Mickey into a trap, forcing him to run under a wall of spikes. On reaching rock bottom, he encounters the burning desires of the flame creatures, who deserve a good hosing. Pete also has a deadly curtain of flame installed, and to hell with the cost per therm.

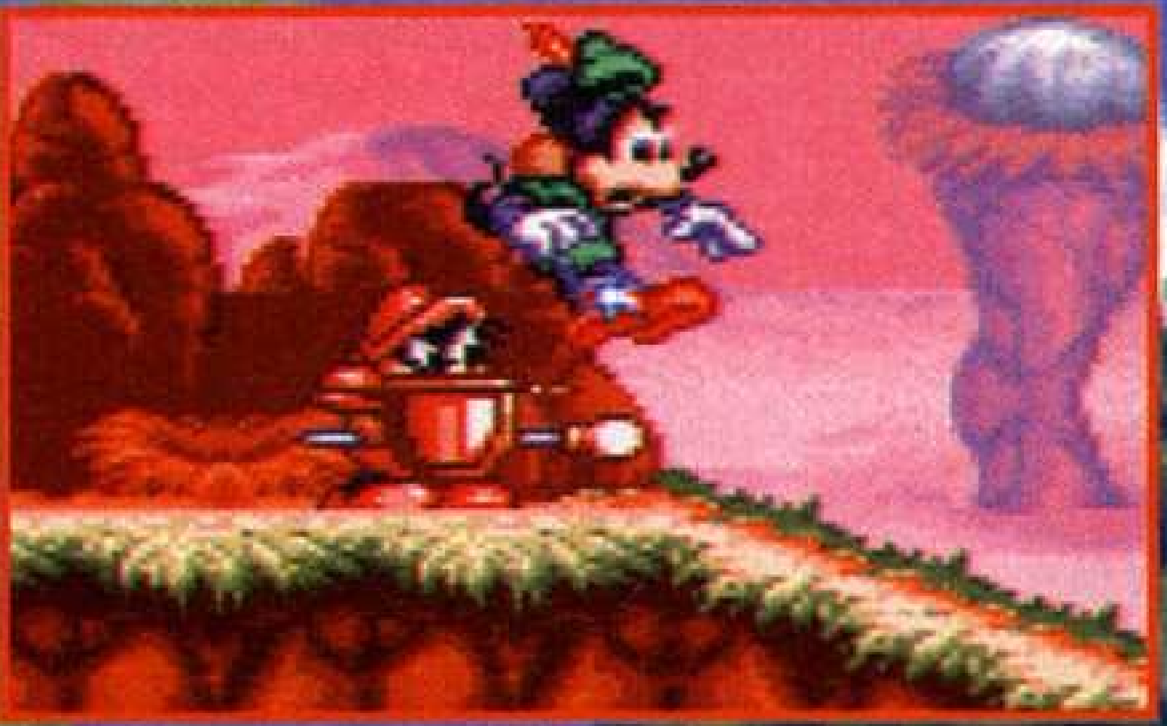
COMMENT

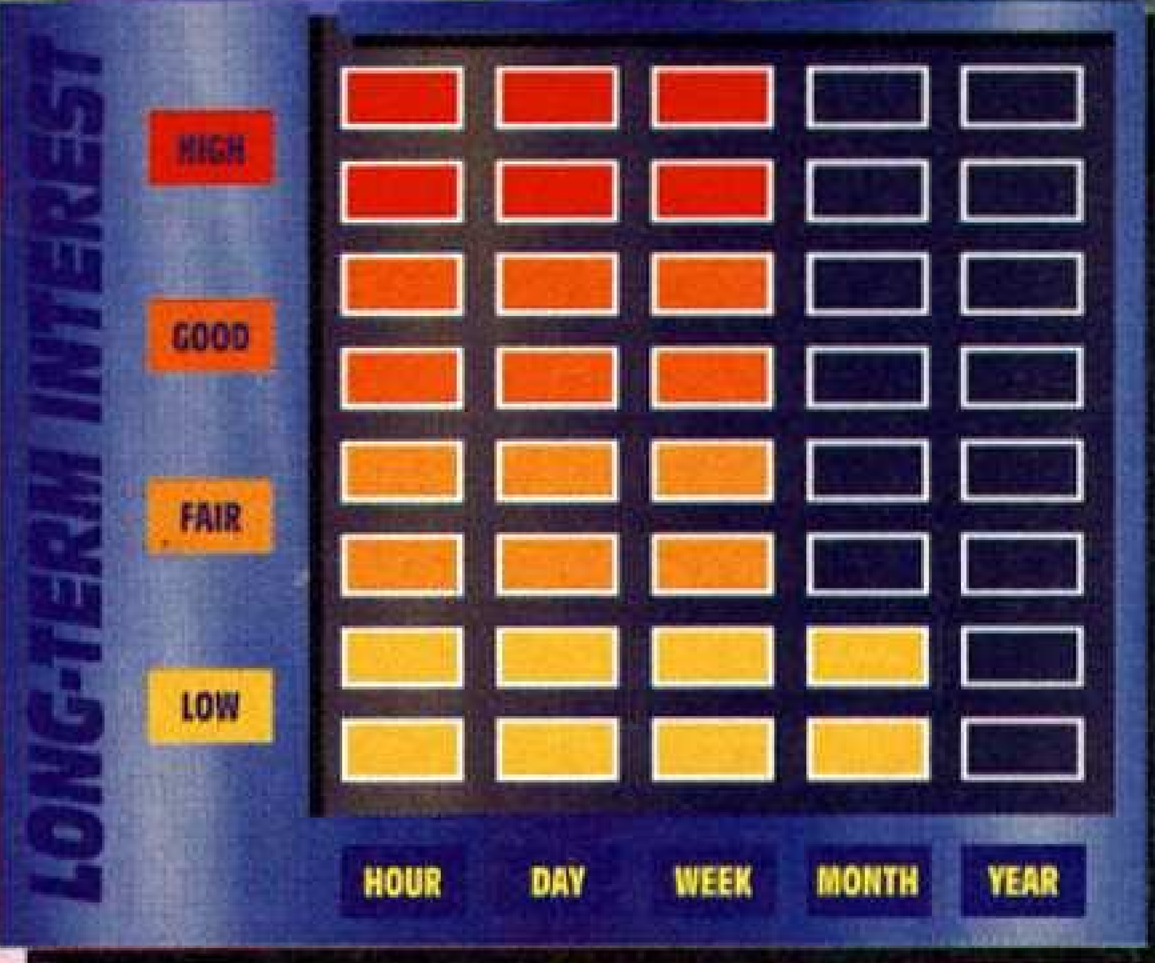
GUS

Playing Mickey's Magical Quest was the simple part. - rating it has not been so easy. The only fault I can find is the lack of control exerted over the continue system. Offering unlimited continues is a decision not to be lightly taken - the game's challenge has to merit the option, but most haven't the will-power to resist playing right through. Here, the effect of the option is disastrous, and ruins the long term enjoyment of an otherwise excellent platform game. Mickey's Magical Quest has fabulous graphics and lots of good touches. The spinning tomatoes, errant spiders, hose antics and flying carpets are all well-done, but the game stays at a constant level of difficulty, and the stages aren't especially long. Without continues it might have taken a few weeks to complete, but they reduce its lasting appeal to mere days. Of course, for young kids (and that's who the licence appeals to) it is excellent - don't hesitate to get it. For anyone over 10, though, the message is one of caution - unless your sickeningly loaded.

BUM POWER

Mickey's main weapon is his unique bottom-bounce. Landing on an enemy's head either stuns or kills it. In addition, whilst some enemies require multiple hits, others may be picked up and tossed irreverently off-screen - or at their cronies.

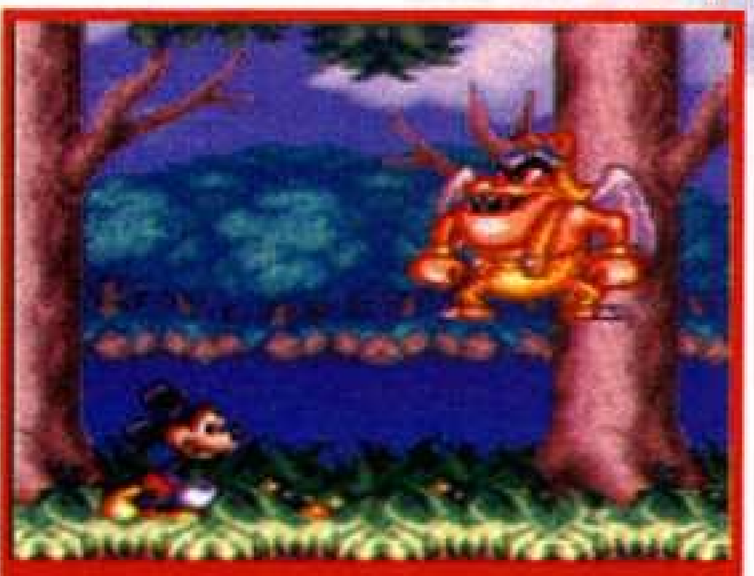




REVIEW

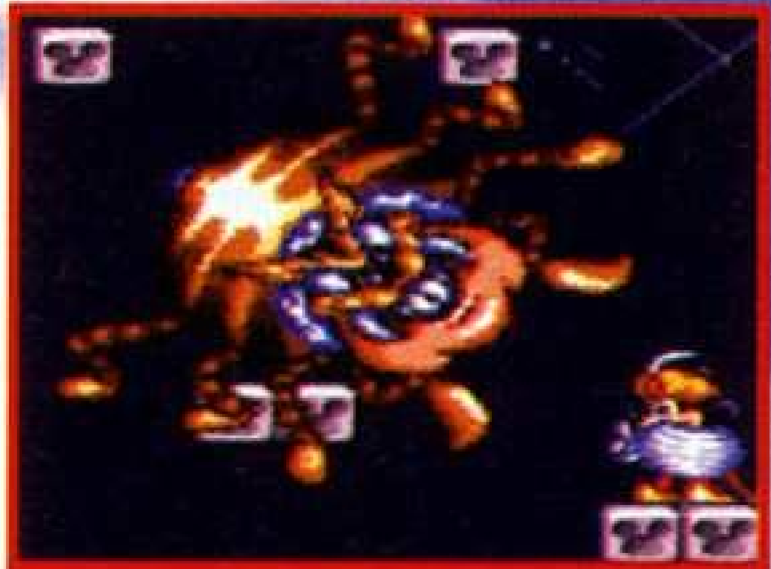
PETE'S DRAGOONS

Mickey soon realises that a powerful evil force is holding Pluto. None other than the kingdom's head bad 'un - Emperor Pete! Pete has Pluto in his castle tower, but his influence extends far beyond that. He has placed a member of his family in each landscape zone, with orders to mangle the diminutive mouse. Mickey has to combat their bizarre powers at the end of each stage.



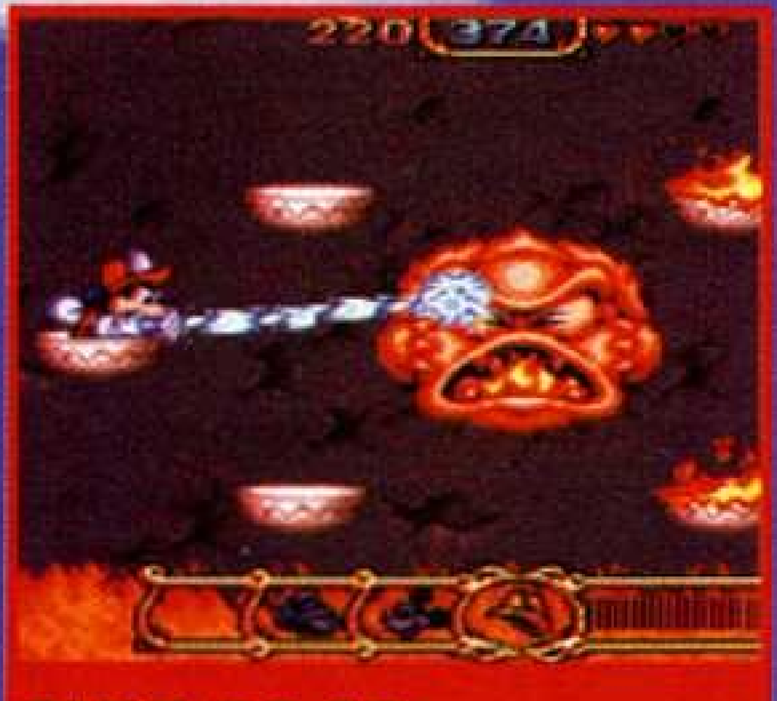
VAMPIRE PETE

This undead horror flaps about the Treetops zone. He attacks by swooping and sending out his batty brethren.



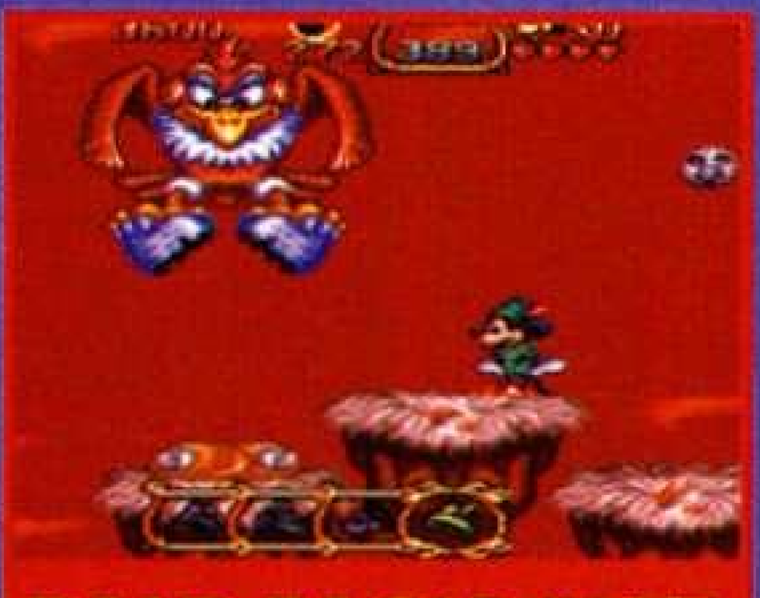
SPIDER PETE

Arachnophobic overkill. Watch that web - and the jaws for that matter!



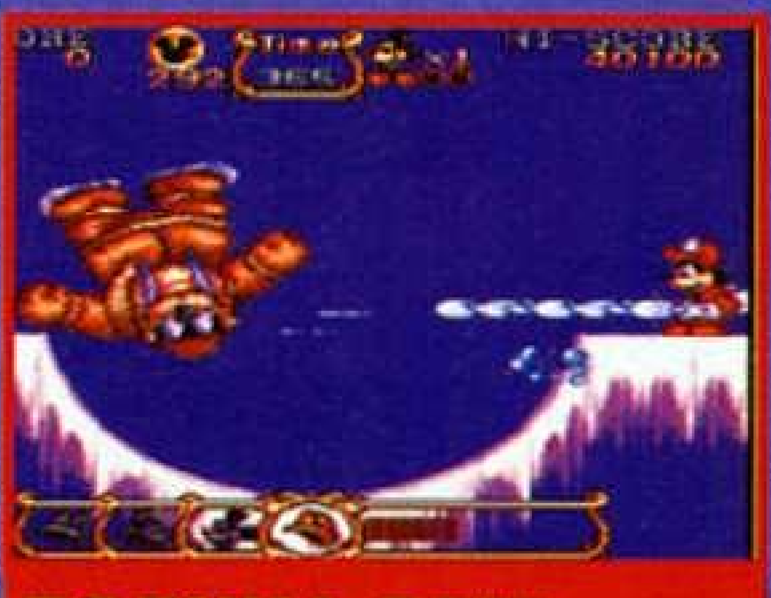
FIRE FACE

Flamin' Nora! Mickey and Fire Face have seriously heated arguments. One of them should be persuaded to cool it.



BALD EAGLE PETE

Swoosh! Unless you hold on tight, the draft of this Boeing-sized bird knocks you from your perch.

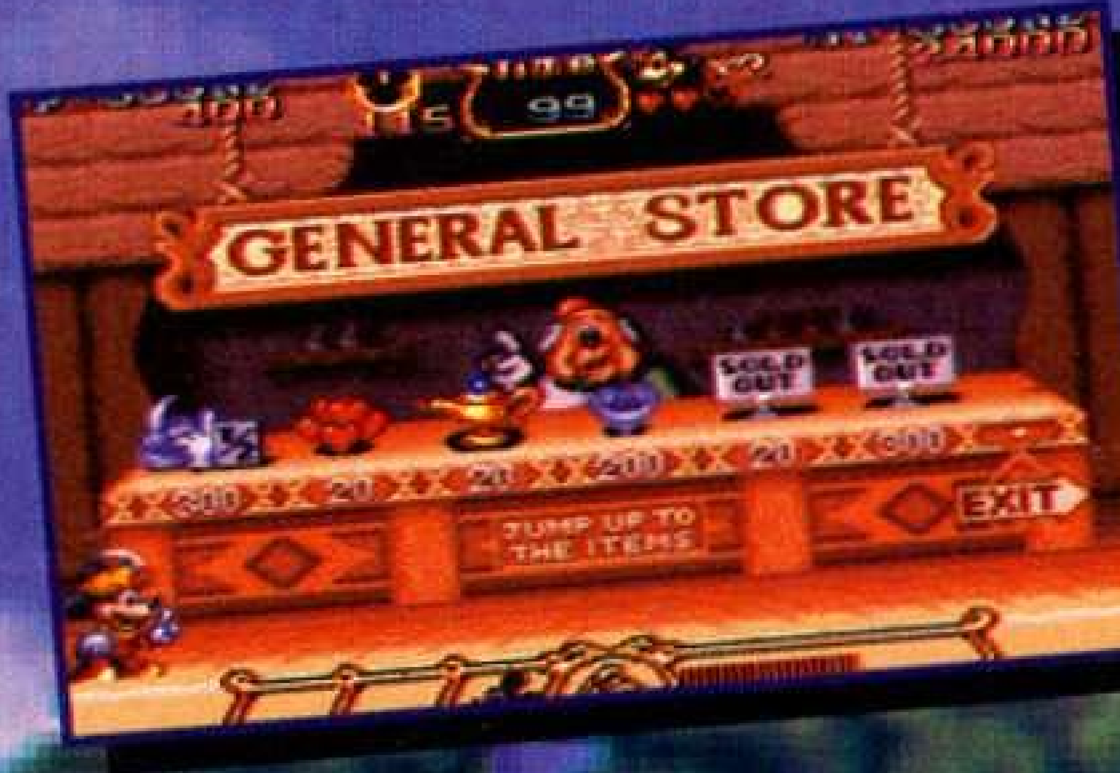


TORVILL PETE

10, 9, 9.5. This skating denizen gets extra 'artistic interpretation' marks for his attack patterns.

AT ALL GOOD STOCKISTS

Mickey is used to all-day shopping in the USA, and is extremely pleased to come across the occasional store in Pete's world. Dollars are not legal tender, but the Shopkeeper is more than happy to accept the coins grabbed from the many golden blocks littering each level. In exchange he offers energy-giving hearts, an extra heart container, and power-ups for the costumed Mickey characters.



How To Control Mickey moves left and right with the d-button, and can jump to higher platform-levels. Pressing jump twice turns it into a bottom-bounce attack. He also has a grab function to use objects, or the equipment provided with his various costumes.

A	CHANGE COSTUME	X	GRAB/SHOOT
B	JUMP	Y	NOT USED
L/R	**L:** NOT USED **R:** SELECT COSTUME	S	**START:** PAUSE **SELECT:** NO FUNCTION

How To Play The Magical Quest consists of six stages, split into four sub-sections, each depicting a platform-laden landscape of Emperor Pete's world. Mickey searches for the statue exits to get to the castle - collecting coins and costumes on the way. Mickey has three lives and sustains a hit for each heart he possesses.

SLIPPING INTO SOMETHING COMFORTABLE

Mickey begins he quest attired just as Walt intended: red dungarees, loafers and a big wide smile. This arrangement isn't going to see him through the adversities lurking in the bowels of the Earth or the dizzying heights of Pete's mountain, so it's incredibly lucky that various costumes present themselves to our hero as he advances, each of which adds new abilities to his bottom-bouncing escapades.

MICKEY'S A FAKIR

In his Indian Fakir's suit Mickey finds the magical ability to shoot twinkly magic at his enemies, which proves more effective than bottom-bouncing. If the button is held down, a larger blast of magic accumulates in his palms. Dressing as a Fakir also allows him to swim underwater within a big bubble, or control the wonderful magical carpets in Pete's castle.

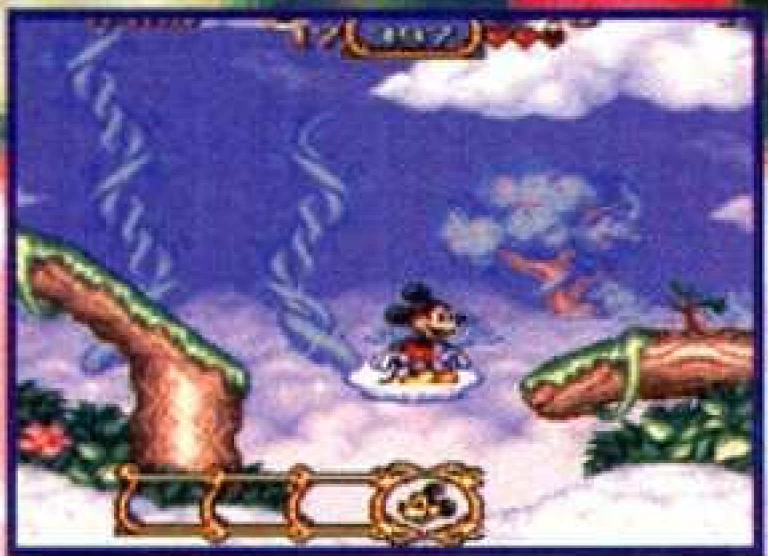
FIRE-FIGHTER!

Mickey finds this emergency wear behind glass after braving the £50 penalty for breaking it. In the steaming underground caves he's in his element with PVC trousers and a hosepipe. The powerful jet of water the hose provides puts out any fires, and also pushes stone blocks. Other unseen effects of the hose are witnessed when Mickey reaches the icy wastes.

MICKEY IN LEDERHOSEN

Goofy offers Mickey a makeshift climbing kit of the traditional Austrian type. With a feather cap and leather shorts, Mickey gets out his mountain hook and rope, which allows him to grip most rocky things and either swing or hoist himself up on them. The hook is also handy as an offensive weapon.

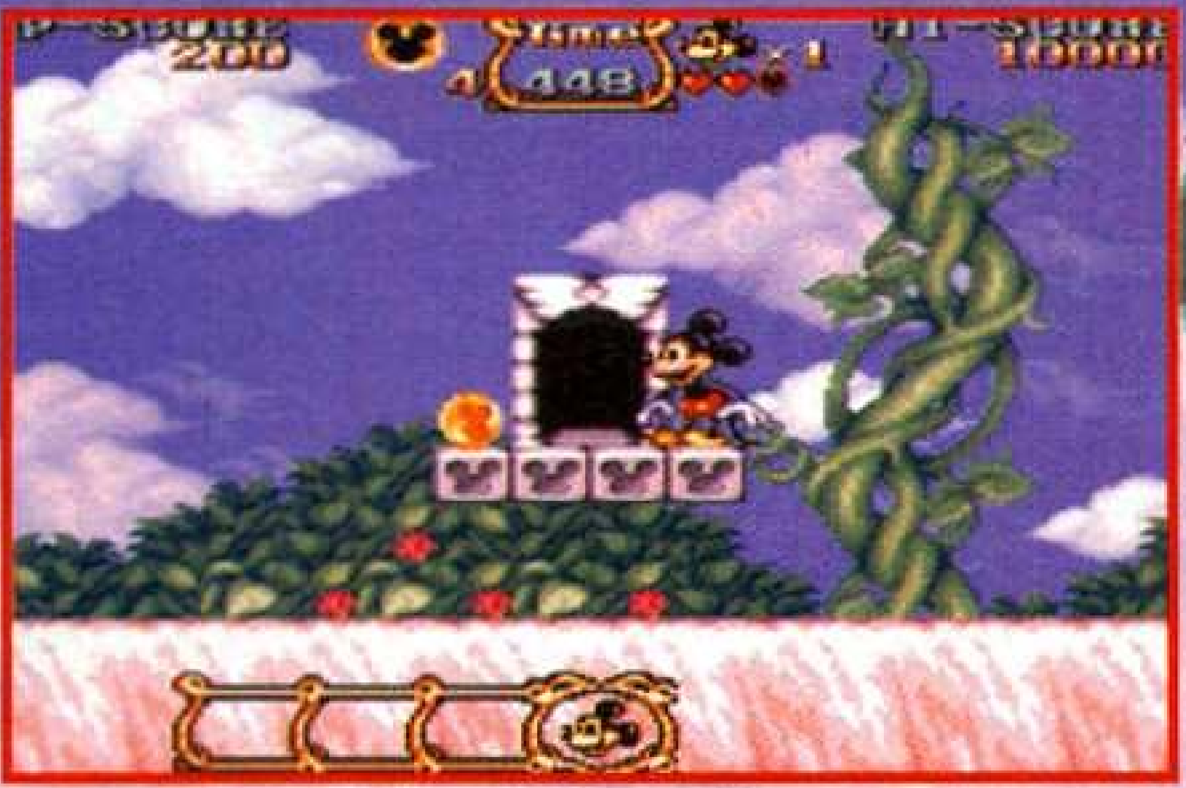
▲ The inside of the water-logged tree is full of danger.

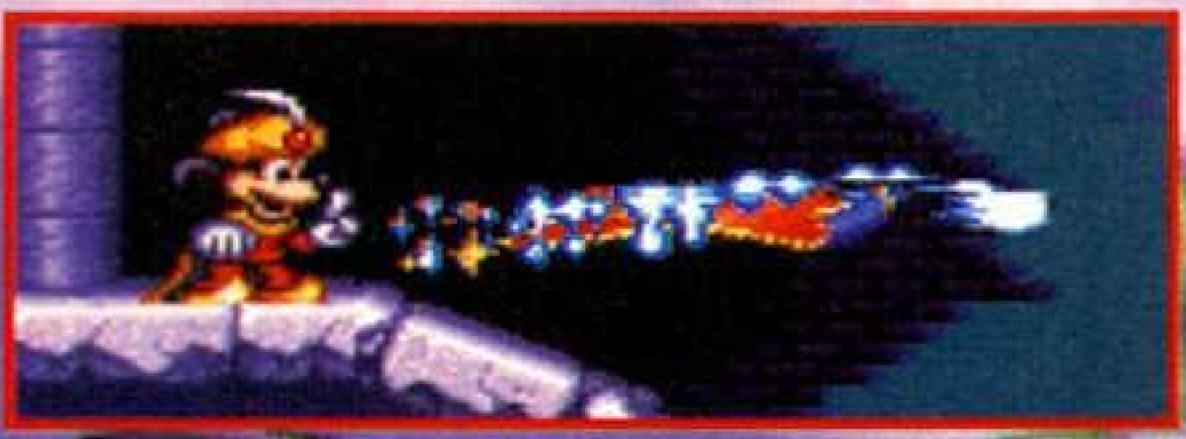


▲ Clouds disappear after mere seconds, so keep Mickey moving.

FIND THE BACK DOOR

A little exploration yields great results in Mickey's quest. Dotted around the landscape are mysterious golden blocks, which are more than simple platforms. Knocking them away reveals a secret door, and stepping inside reveals a room containing loads of bonus booty.





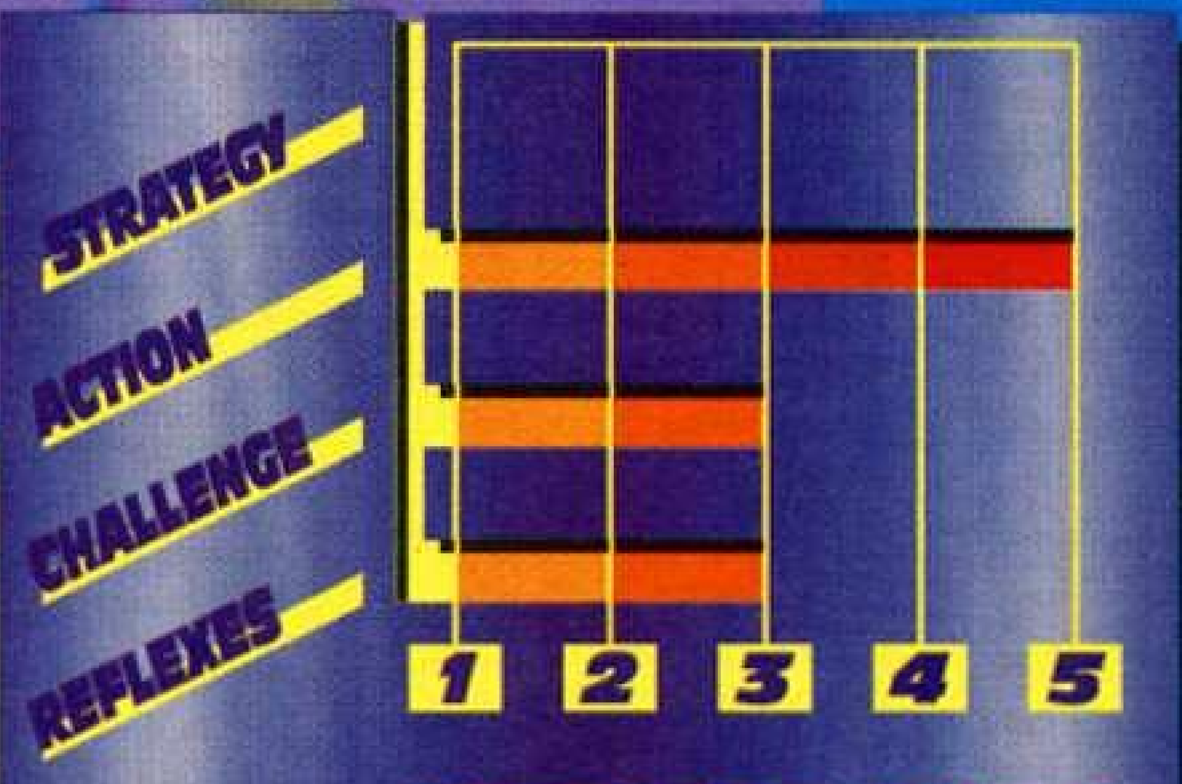
▲ When dressed as a Fakir, Mickey is armed with magic bolts. Different strengths of these are effected by keeping the firebutton depressed.

COMMENT

PAUL

After the disappointing Magic Sword and the unbelievably good Street Fighter II conversion I approached Mickey with some caution. Thankfully, Capcom have honoured their long tradition of outstanding products with another amazing, if slightly unoriginal, platform game. The main sprites and the superb boss creatures are stunning and detailed, and are similarly well-animated. In addition to these graphical delights, the sound chip expels magical melodies in the background. Although Mickey has been restyled slightly and has come under some criticism from some of the NMS crew for this, nobody could disagree that Capcom have used Mickey and his varying outfits to great effect - his use of the hose when wearing his Fireman garb is ingenious. Though a little familiar in places, the gameplay works wonderfully and the change of costumes adds spice and humour to a melting pot already overflowing with good taste. Although the normal difficulty setting is quite challenging (even with the infinite continues), it is on the hard setting that the action really starts to get interesting. Only with the difficulty cranked right up do the guardians use their entire repertoire of attack patterns, whilst the rest of Emperor Pete's army meet up in full force. Mickey Mouse is another enchanting effort from Capcom, and a curse should befall anyone who lets it pass them by.

RATINGS



▶BREAKDOWN

PRESENTATION

85

▲ Plenty of Disney-esque touches make Mickey a stunning-looking game.

▼ The options are limited, but the continues aren't - which is bad news.

GRAPHICS

96

▲ Absolutely spectacular throughout - in colouring, variety and animation. Brilliant use of Mode 7 to scale the eagle and rotate other bosses.

SOUND

91

▲ Has an authentic fully-orchestrated soundtrack. Lovely farty FX as well.

LASTABILITY

75

▼ The unlimited continues severely detract from the game's lasting appeal. Without them only the hardest level would present a real challenge.

PLAYABILITY

93

▲ Extremely inviting to play, Mickey handles well and proves extremely versatile. Ingenious bosses to conquer and plenty of variety in what should by rights be repetitive action.

OVERALL

The technical excellence and playability of Mickey Mouse cannot be denied - but the lack of long-term interest also shouldn't be ignored.

84

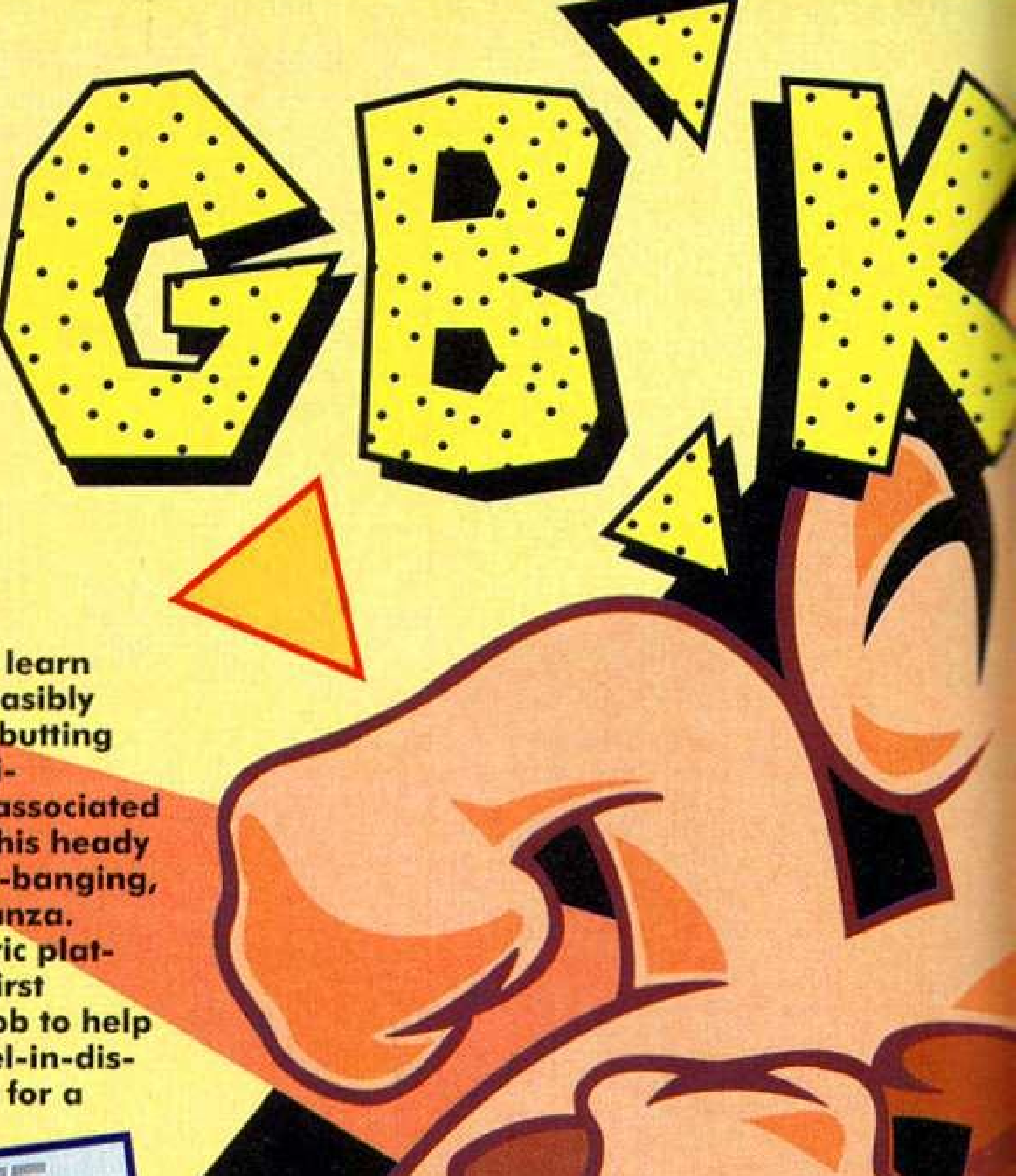
1 PLAYER

1 MEG

PLT GAME

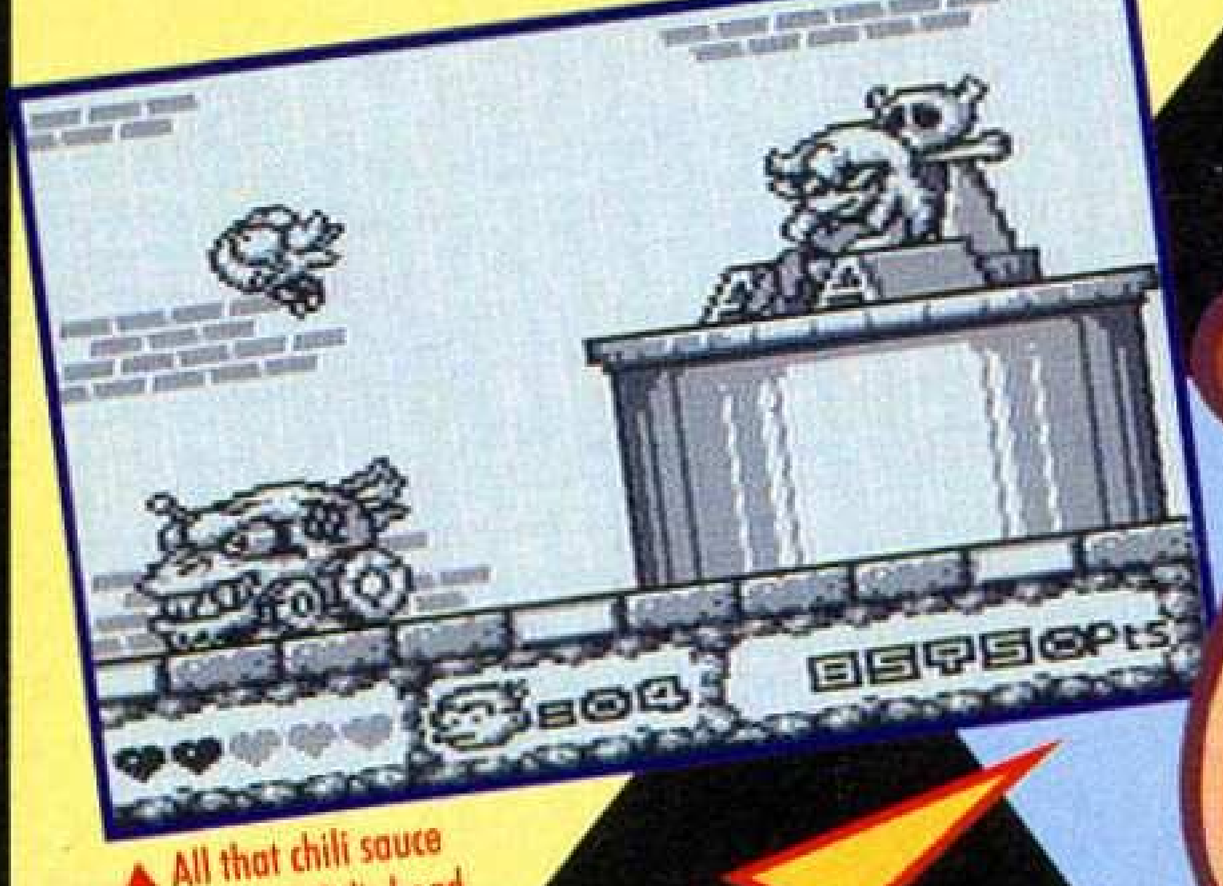
PRICE:TBA
BY: HUDSON SOFT

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
INFINITE
SKILL LEVELS
ONE
RESPONSIVENESS
QUICK
1ST DAY SCORE
COMPLETE
ORIGIN
Every console has a hero, and the PC Engine's is Bonk - alias PC Kid. In the last two months, he has made it to the 16-bit computer formats and now, the Gameboy.



When dinosaurs walked the Earth and Father Time was a nipper, there lived a young lad called Bonk (AKA GB Kid in this Gameboy reincarnation). Now his story is told, It might be as old as the hills but, at that time, the hills were reasonably new to the world so the plot should be forgiven. Anyway, Bonk's girlfriend had been kidnapped by an evil dinosaur and our hero felt it his duty to rescue her - if not for love then because she was a princess; the first princess on Earth! Besides, the GB Kid was itching for a good bonking session - using his head, that is!. If all this seems a little strong, it may help to learn that Bonk was blessed with an unfeasibly large head which is just the job for butting all and sundry. Fuelled by fiery chili-flavoured kebabs to aid his bonce-associated bravado, Bonk headed out to fulfil his heady dream.Thus, what follows is a head-banging, no-holds-barred, nutting extravaganza.

There are five levels of prehistoric platformery to perambulate in Bonk's first Gameboy adventure and it's your job to help him rescue his dawn-of-time damsel-in-distress. Are you game? Then prepare for a bout of primeval pitfalling.



▲ All that chili sauce has gone to Kid's head...

How To Control The joypad uses the customary directional controls to guide Kid up and over the many obstacles.

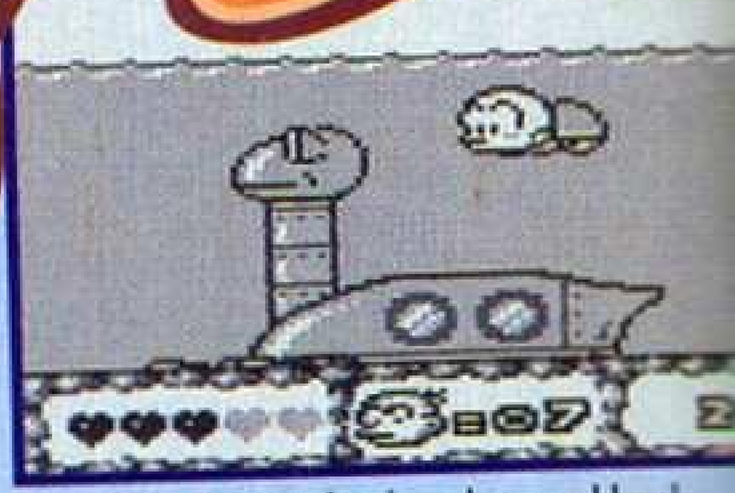
A Jump

B Head Butt

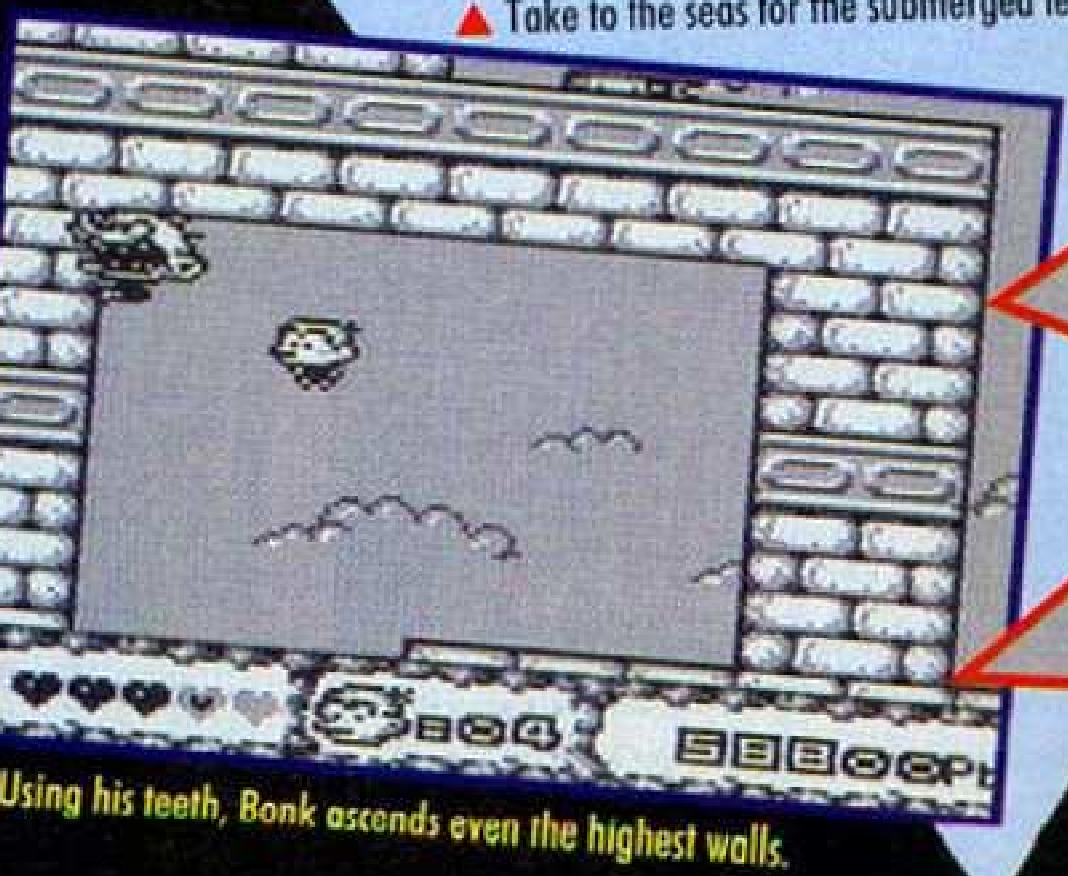
S **SELECT BUTTON:** No function

S **START BUTTON:** Starts and pauses the game

How To Play Guide Bonk through five levels of Prehistoric platform environments using his head to 'Bonk' his foes into oblivion.

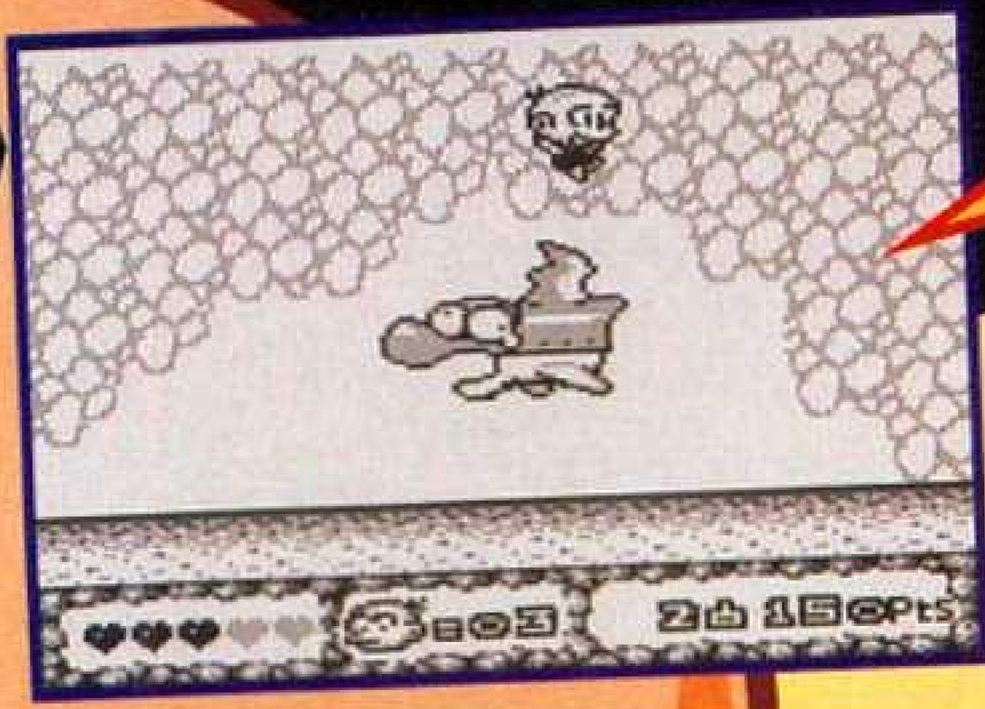


▲ Take to the seas for the submerged level.

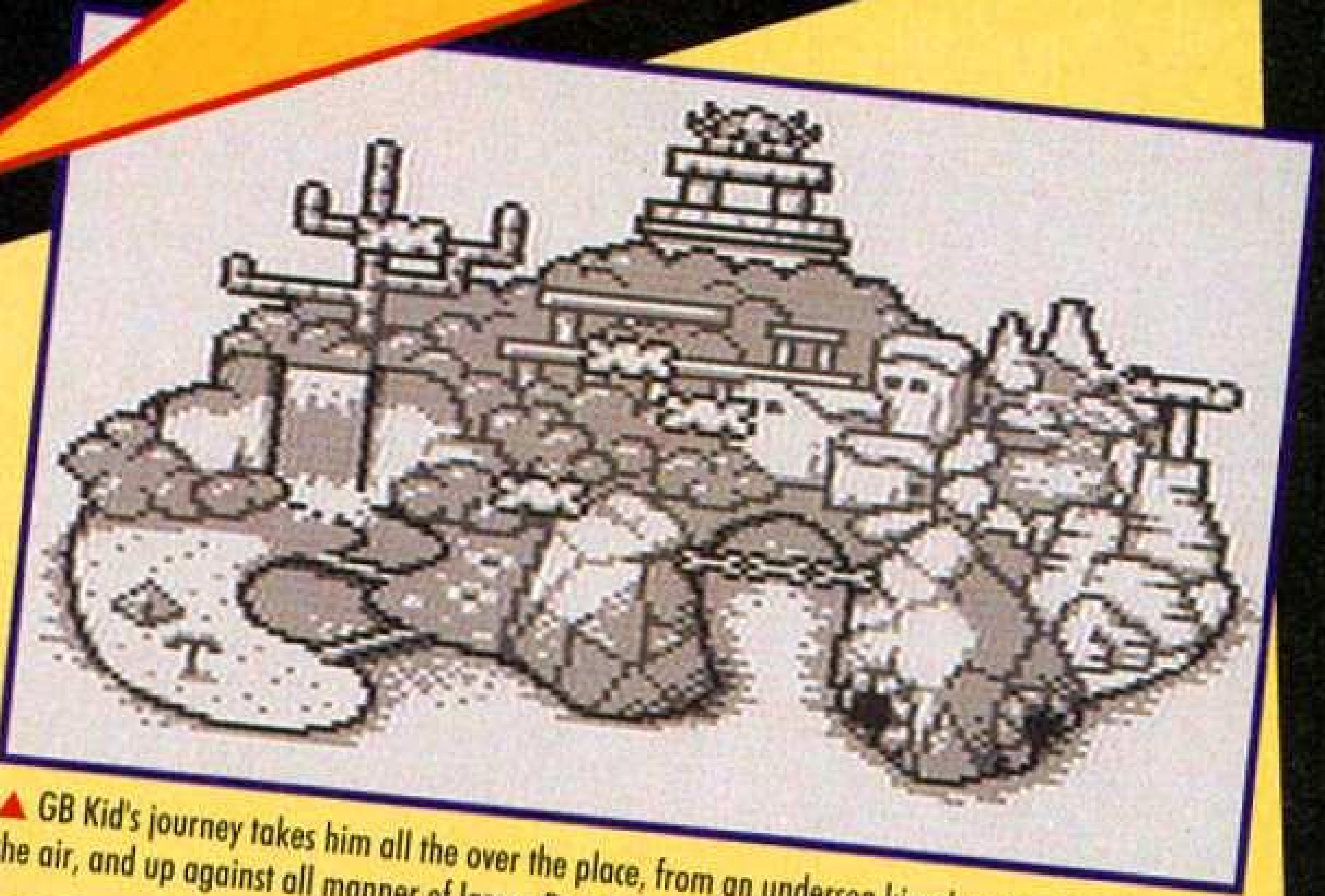


▲ Using his teeth, Bonk ascends even the highest walls.

ID



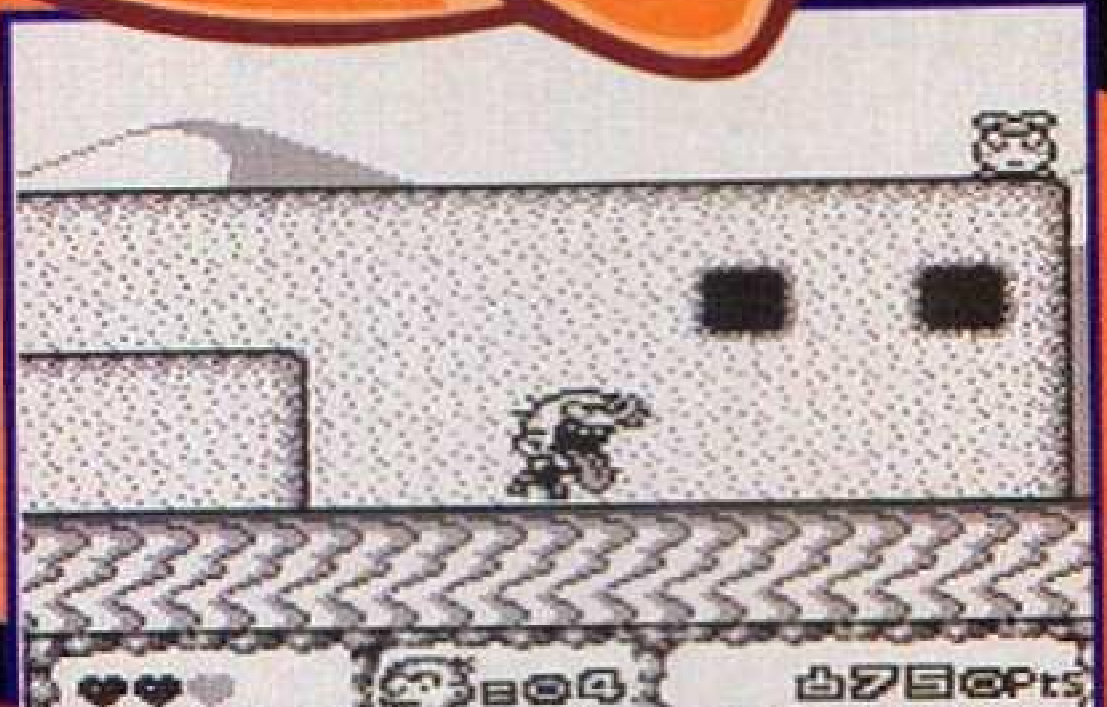
▼ Unless Kid flips upside down to butt the Boss, he's going to lose a life.



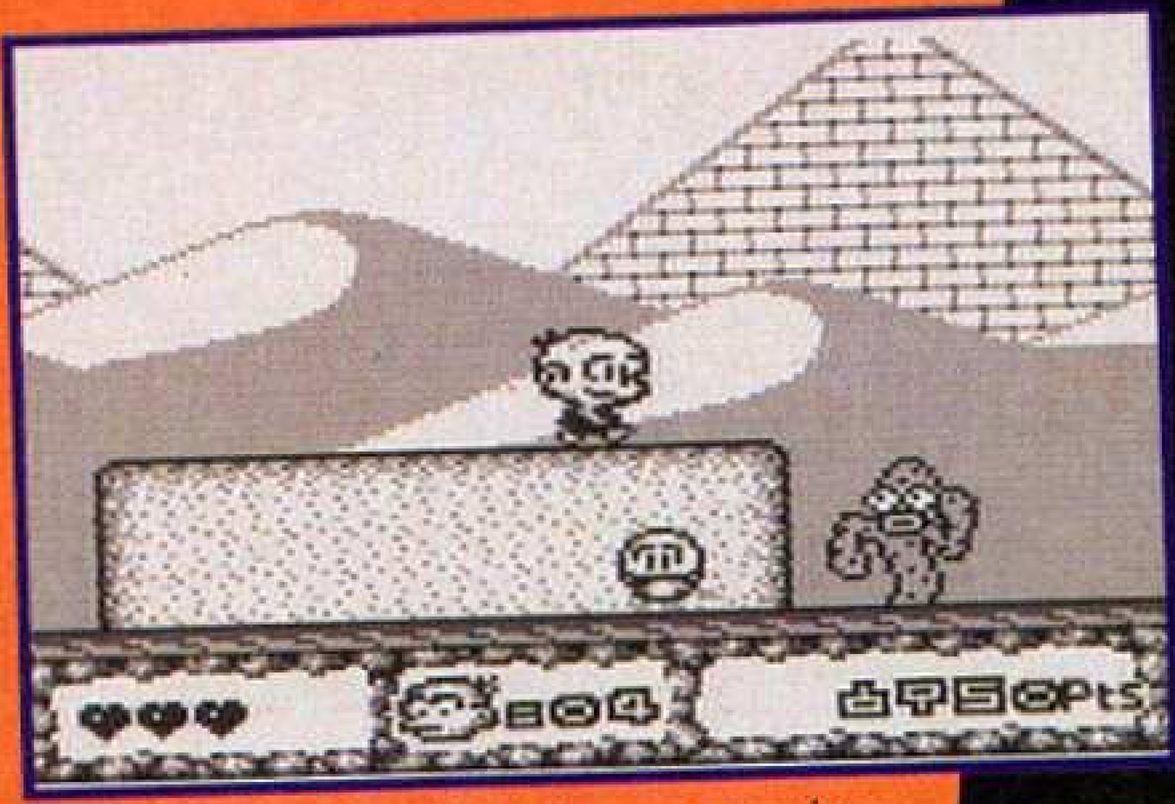
▲ GB Kid's journey takes him all the over the place, from an undersea kingdom to a trip through the air, and up against all manner of larger Boss creatures.

BONK!

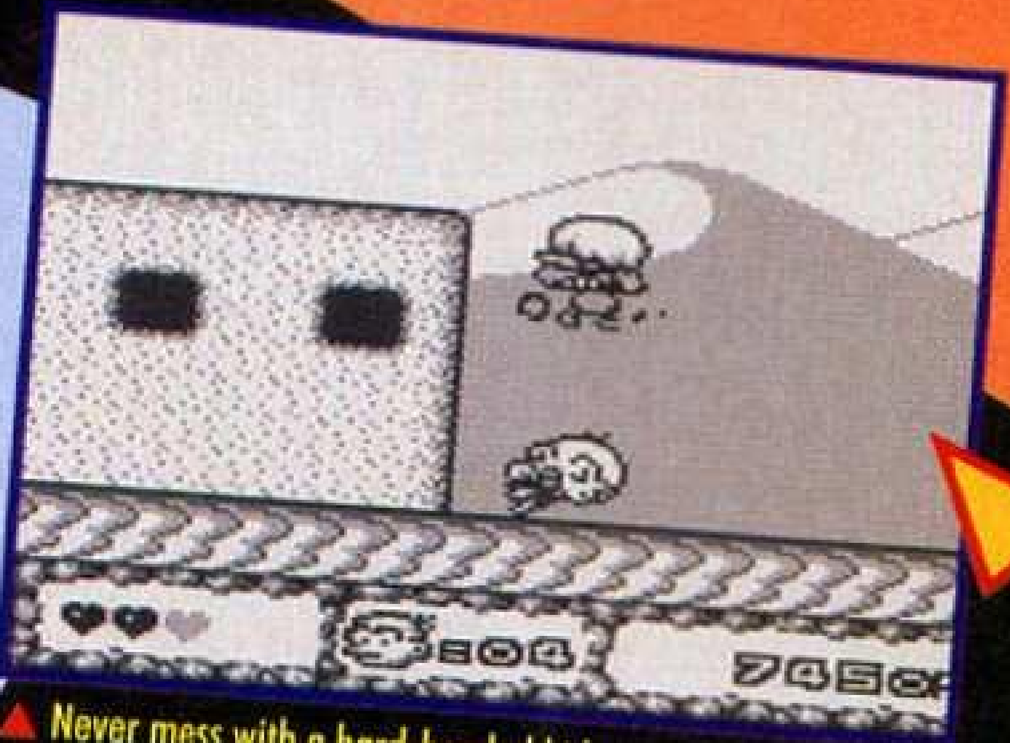
A more detailed explanation of GB Kid's talents might be in order here. He has the ability to dispatch any foe with a swift knock of his bonce, or a few swift bonks as the case may be. Furthermore, he is capable of banging away at anything above his head with one easy jump. Whilst in the air pressing the action button flips GB Kid over so that he lands on his head, whilst pressing it again ensures he lands on his feet. It's also possible for Bonk to flip repeatedly using this method if the jump is high and long enough, thus enabling multiple hits on larger opponents.



▲ With a mighty roar, Bonk KOs every nasty on the screen.



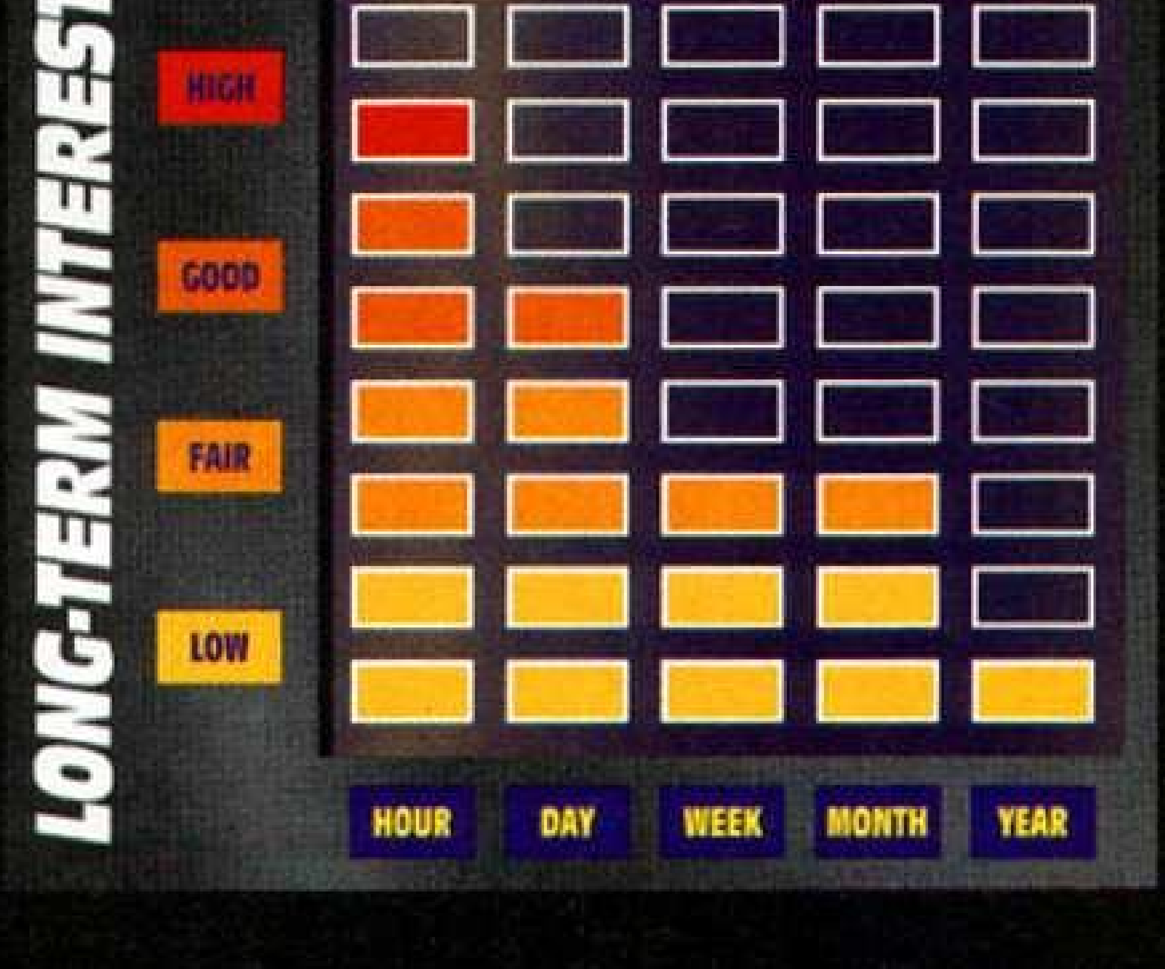
▲ Everything in the game proves hazardous, whether it's the fauna or the many prehistoric creatures.



▲ Never mess with a hard-headed kid...

BONK YOUR WAY TO SUCCESS

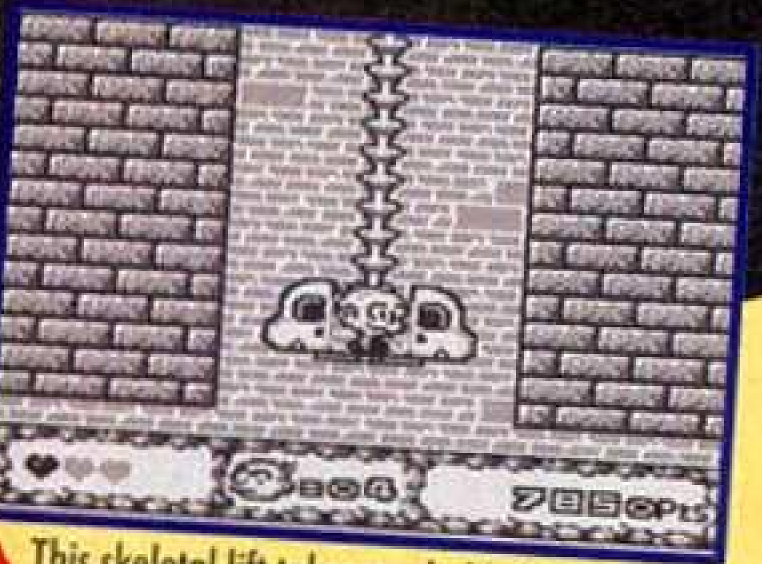
The name GB Kid is derived from the title PC Kid which was given to the PC Engine's home-grown answer to Mario and Sega's Alex Kidd. The character was renamed as Bonk in America and it was they who were responsible for coining the phrase "bonk your way to success!" The first game was so popular that a sequel has recently been released including more features, better gameplay and even funnier graphics, but whether this eventually makes it to the Gameboy remains to be seen.



MMENT

PAUL

Bonk has earned himself much street cred since his introduction some years back, and it is the blend of excellent gameplay and boisterous humour that has made him a semi-legend. Happily, the Gameboy adaptation of Bonk's first adventure lives up to this reputation. Graphically the sprites are almost perfect miniature renditions of the original and the music keeps the action bouncing along with a groovy style. It would appear that the gameplay has been left completely untouched, too, which is great. However, I completed the quest in slightly over three quarters of an hour - talk about a let-down! Most of the problem lies in the absence of troublesome objects ready to stand in the way of progress. The problems posed by the screens themselves are very few and easy to overcome. I was all ready to hype this game into something big because of my high expectations yet how can I justify something so simple, despite its charm? Gumph.



▲ This skeletal lift takes our baldy bonce hero to the lower areas of the map.

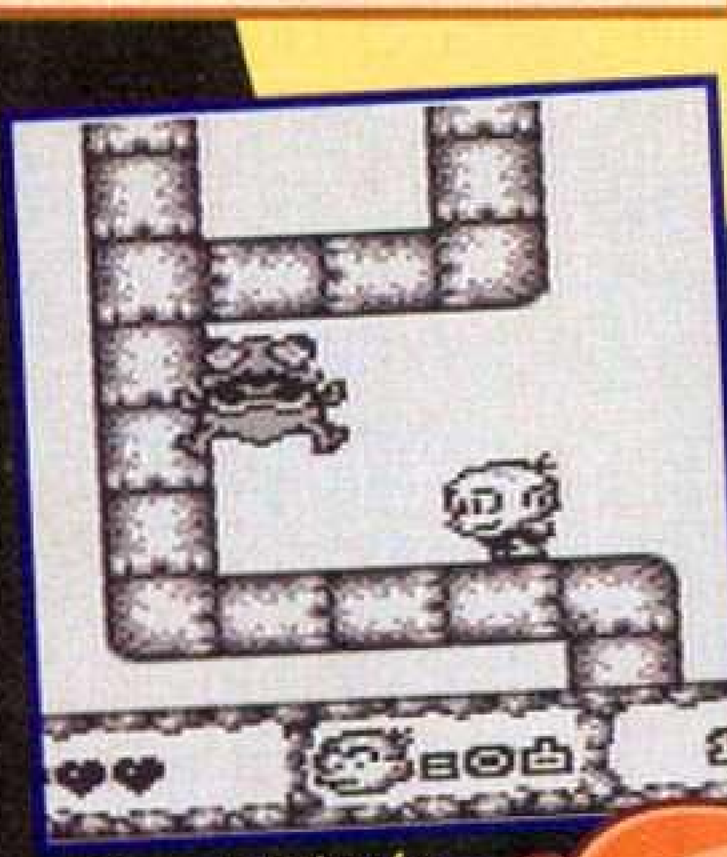
THE GLADIOLI BONUS KID

Pick up one of the prehistoric flowers which are scattered throughout the game and Bonk is whisked away to a secret stage containing bonus points aplenty. The first such stage requires our lad to scale a huge wall within a strict time-limit. Others include a bonus-grabbing spree across a series of pitfalls and a test of Bonk's acrobatic skills as he attempts to perform as many mid-air flips as possible before landing on his feet.

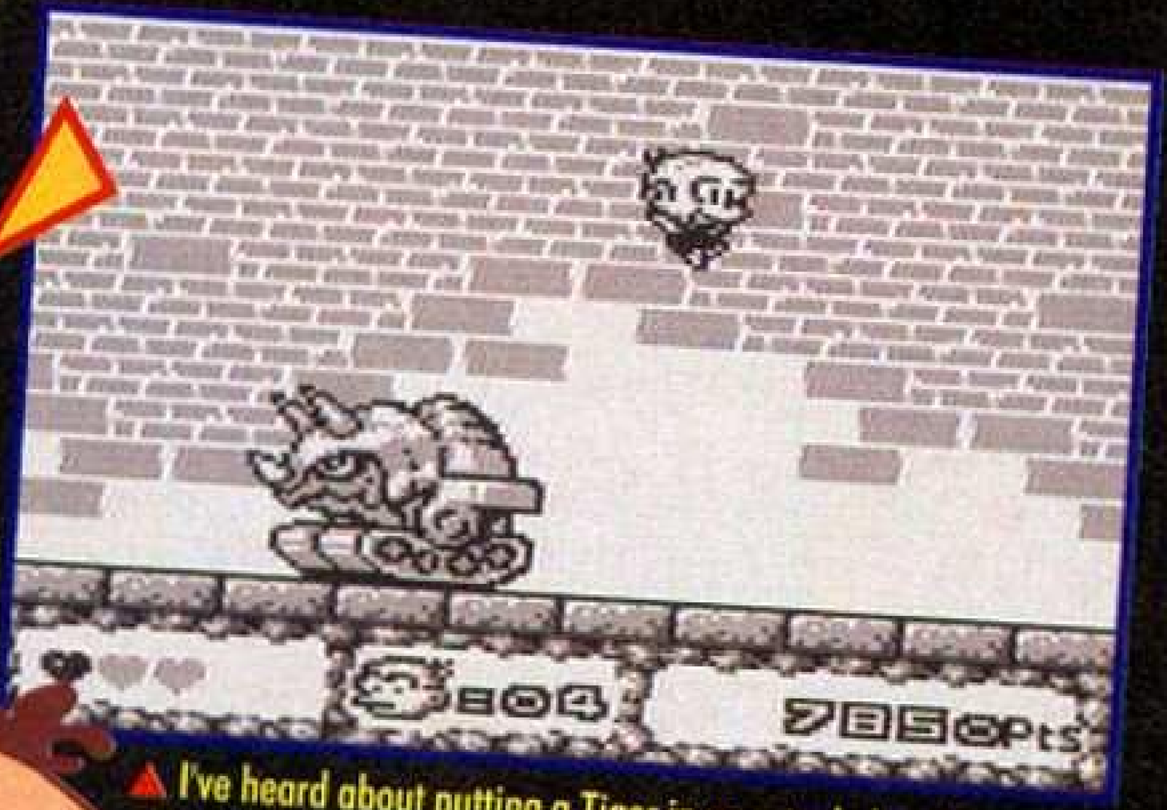
COMMENT

RAD

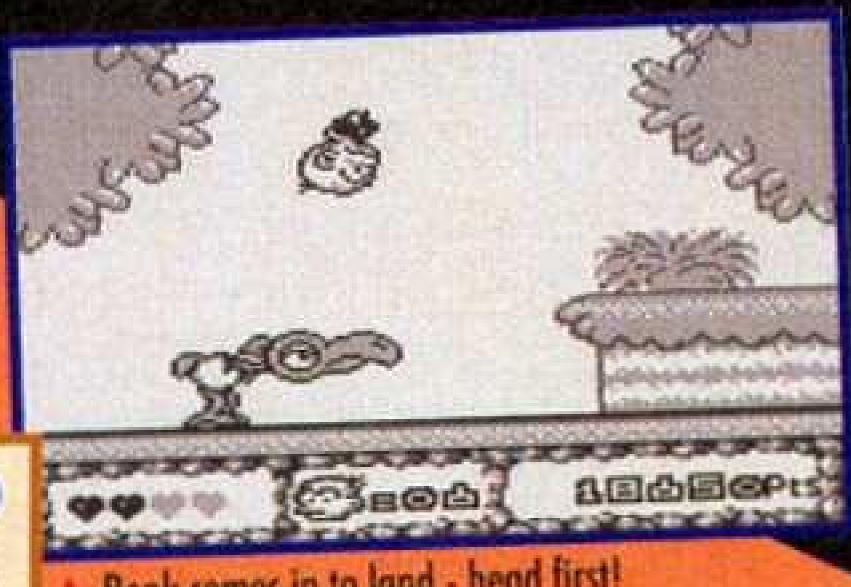
Oh fudge. GB Kid certainly is something of a disappointment. I really loved the PC Engine version, so I was delighted when the graphics on the GB conversion were almost perfect monochrome replicas of the superb sprites and backgrounds of the original. The sound, too, is quite impressive.The tunes are bouncy, the effects are varied and the sound good. When I started to play I was overjoyed at how the feel and playability of the PC Engine game had been perfectly recreated. All the leaping, head-banging, kebab-eating japes are there for first-time players or old fans. How I enjoyed my first go as I sat glued to my Gameboy. However, I soon began to get suspicious, realising how far into the game I had gotten in such a short space of time. Panic rose in my breast as I reached what I knew was the final level. Next thing I knew it was all over. If you're going to spend your wad on something that looks this good, you'll want the experience to last more than ten minutes. If you're not very good at games, though, perhaps this might still interest you. Despite all its good points, though, there just isn't enough here for your money.



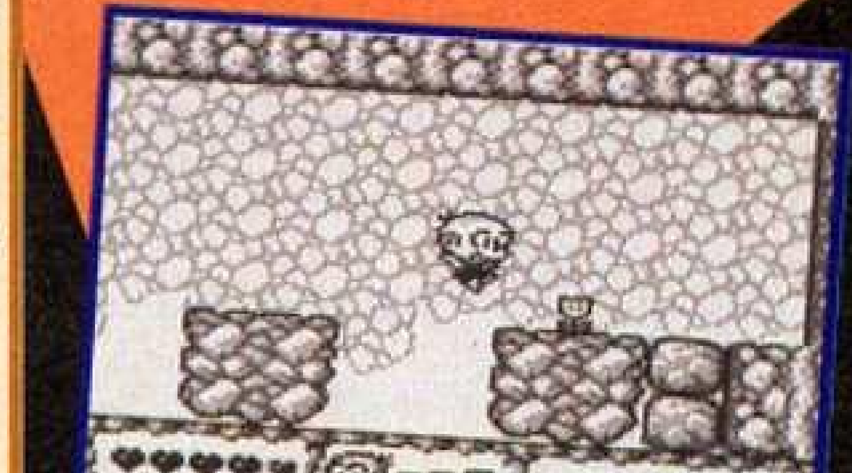
▲ More wall-climbing fun and games...



▲ I've heard about putting a Tiger in your tank, but this is ridiculous - the first end-of-level Boss in all its glory.



▲ Bonk comes in to land - head first!

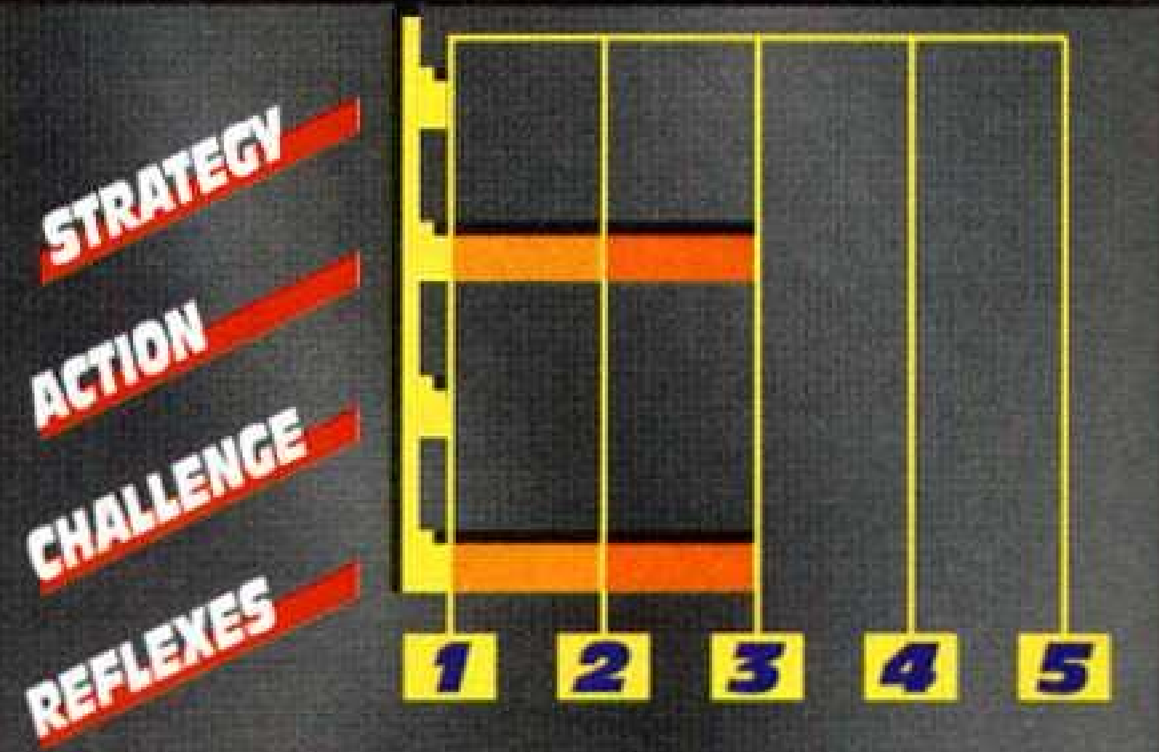


▲ Kid prepares to tackle the thrd bonus screen - but keep an eye on that time-limit.

THE GOB BURNING KID

Where would a comic hero be without the secret vital ingredient to transform him from your every-day Joe Soap into a mighty super-being? Six feet under, probably. Popeye has spinach to thank for his powers, and I'm sure that you are all well aware of what a banana does for Eric Wimp (AKA Bananaman). Bonk, the GB Kid, however, bites on a chili-soaked donner as a tonic. A mouthful of this works wonders and sends Bonk into a furious rage. Red-faced and rampant, he is invincible for a brief period and the power of his head is enough to cause a minor earthquake when he butts the ground.

RATINGS



BREAKDOWN

PRESENTATION

▲ An attractive title screen and the overall look of the game is very appealing.
▼ No option screen and sparse intermission screens let the side down.

79

GRAPHICS

▲ Hilarious, goofy characters that are animated with style.

92

SOUND

▲ Funky music and bone-crushing sound effects.

82

LASTABILITY

▲ This cart is such a laugh that it's always worth a go.
▼ However, this rendition of the game is so simple that even a caveman could finish it.

34

PLAYABILITY

▲ GB Kid is playable to the extreme.
▼ The game is so simple it's insulting.

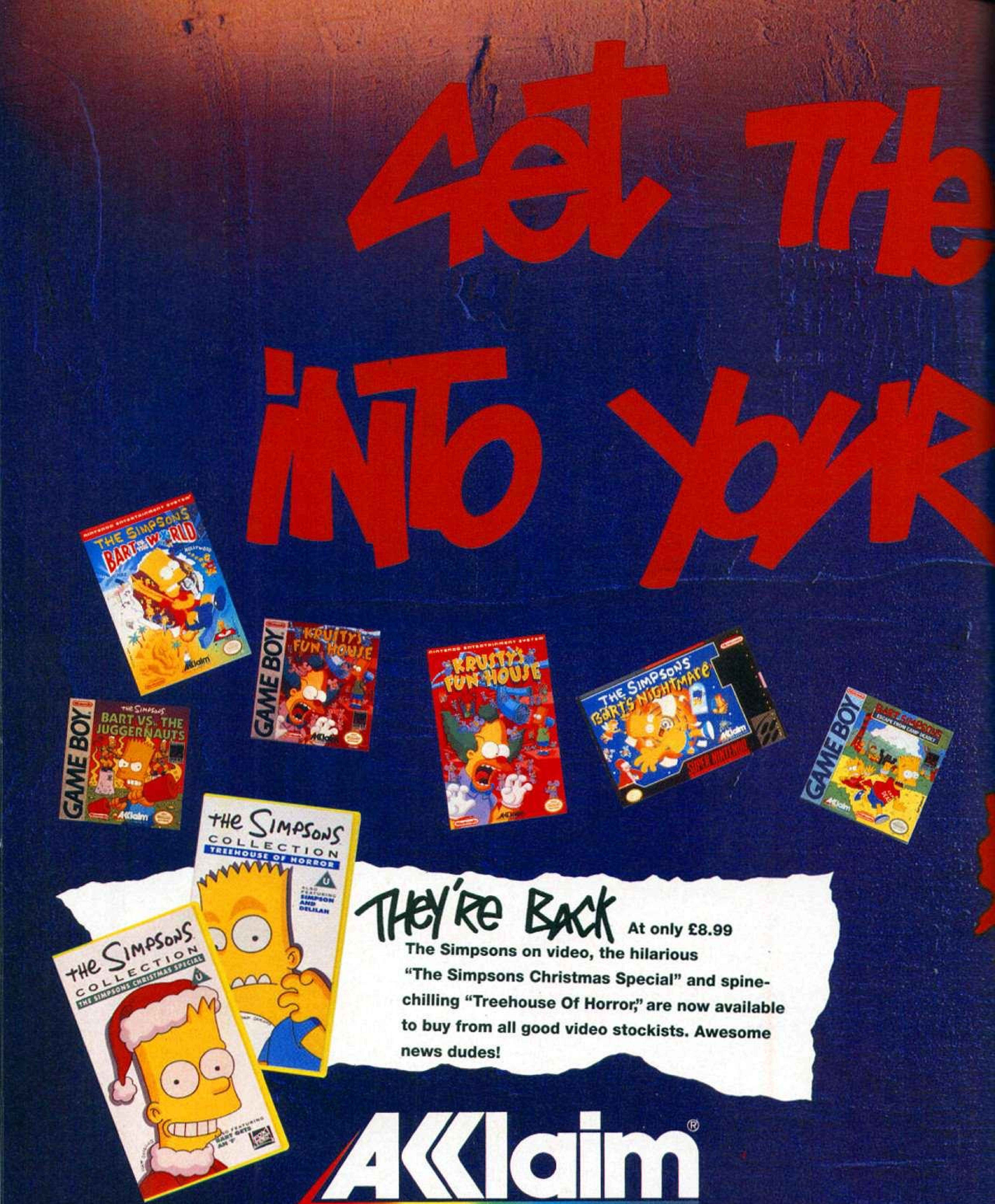
89

OVERALL

Could have been as big a classic as the original if only it had been made tougher. As it stands, the lasting appeal is about as dead as a Dodo.

79

WHOA MAMA WE'RE THE BADDEST


Get The
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THE SIMPSONS BART VS. THE WORLD
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KRUSTY'S FUN HOUSE
THE SIMPSONS BART'S NIGHTMARE
GAME BOY BART SIMPSON'S ESCAPE FROM CAMP DEADLY
GAME BOY THE SIMPSONS BART VS. THE JUGGERNAUTS
THE SIMPSONS COLLECTION TREEHOUSE OF HORROR
THE SIMPSONS COLLECTION THE SIMPSONS CHRISTMAS SPECIAL

THEY'RE BACK

At only £8.99

The Simpsons on video, the hilarious "The Simpsons Christmas Special" and spine-chilling "Treehouse Of Horror," are now available to buy from all good video stockists. Awesome news dudes!

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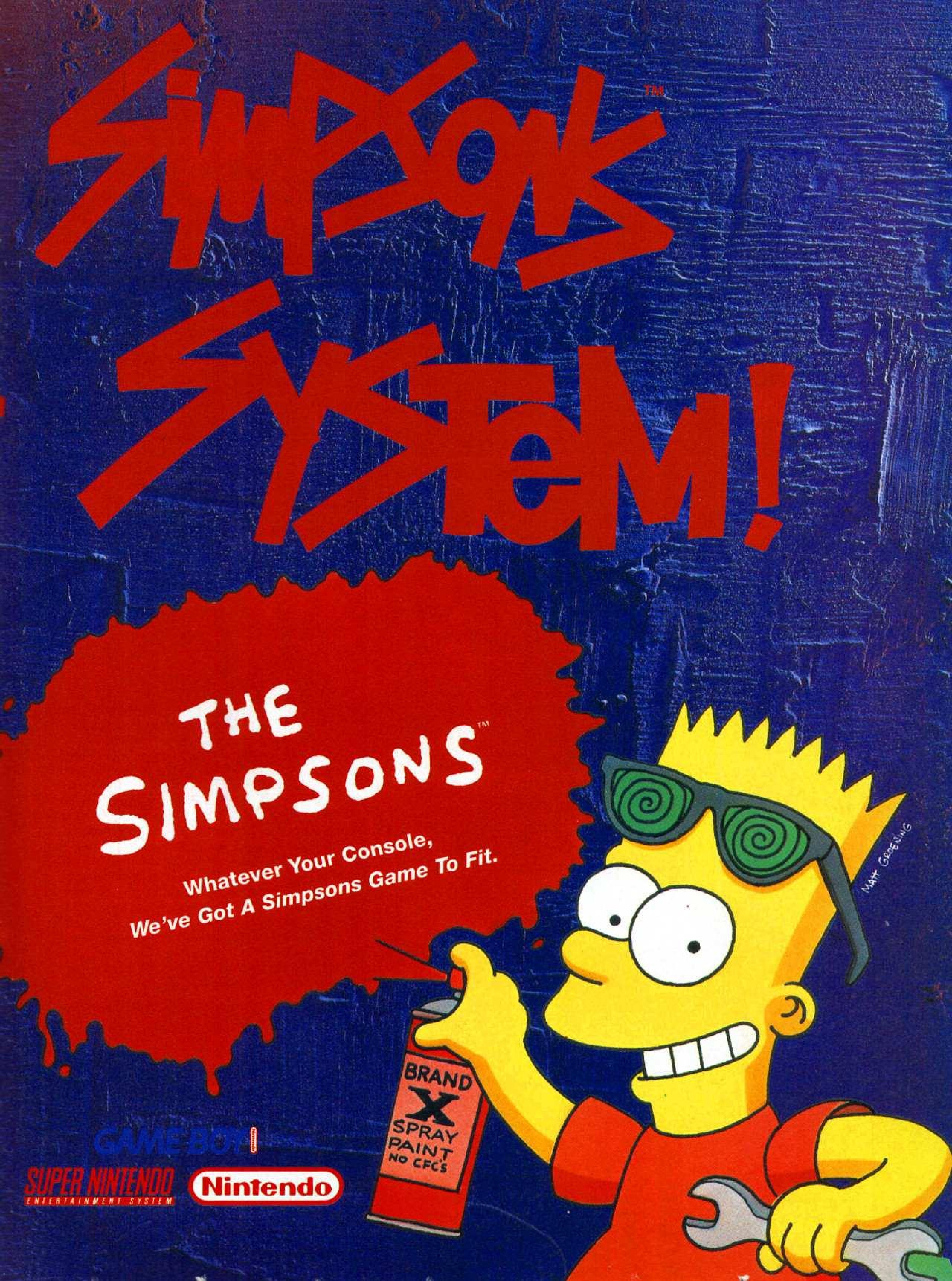
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SYSTEM!
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SUPER NES

1 PLAYER

4 MEG

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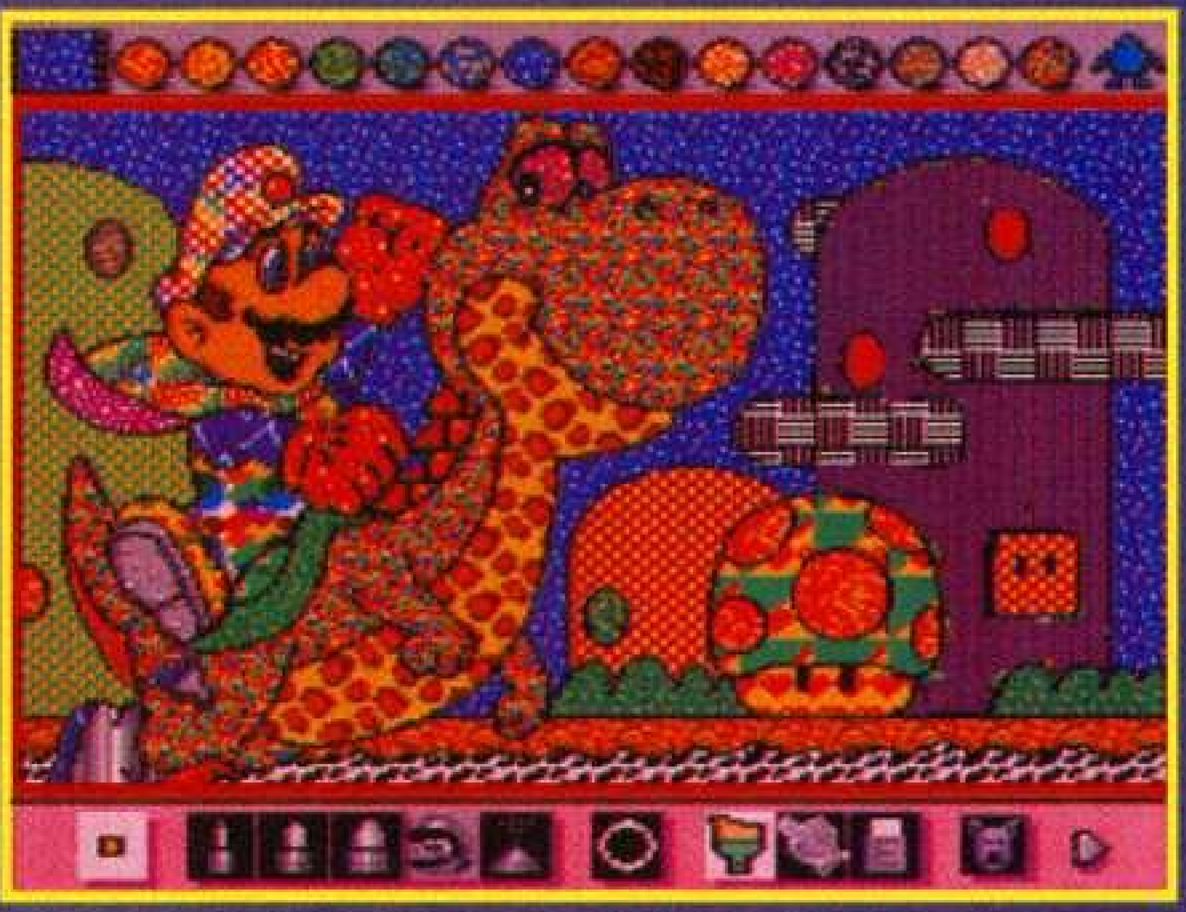
PRICE:£59.99
BY:NINTENDO

RELEASE
TBA
CONTROL
JOYPAD/MOUSE
GAME DIFFICULTY
N/A
CONTINUES
N/A
SKILL LEVELS
N/A
RESPONSIVENESS
JOYPAD - OKAY/MOUSE - FABBO
1ST DAY SCORE
COMPLETE ONE PICTURE
ORIGIN
An art and music package designed to fool parents into thinking the Super NES is an educational tool and not just a games machine.

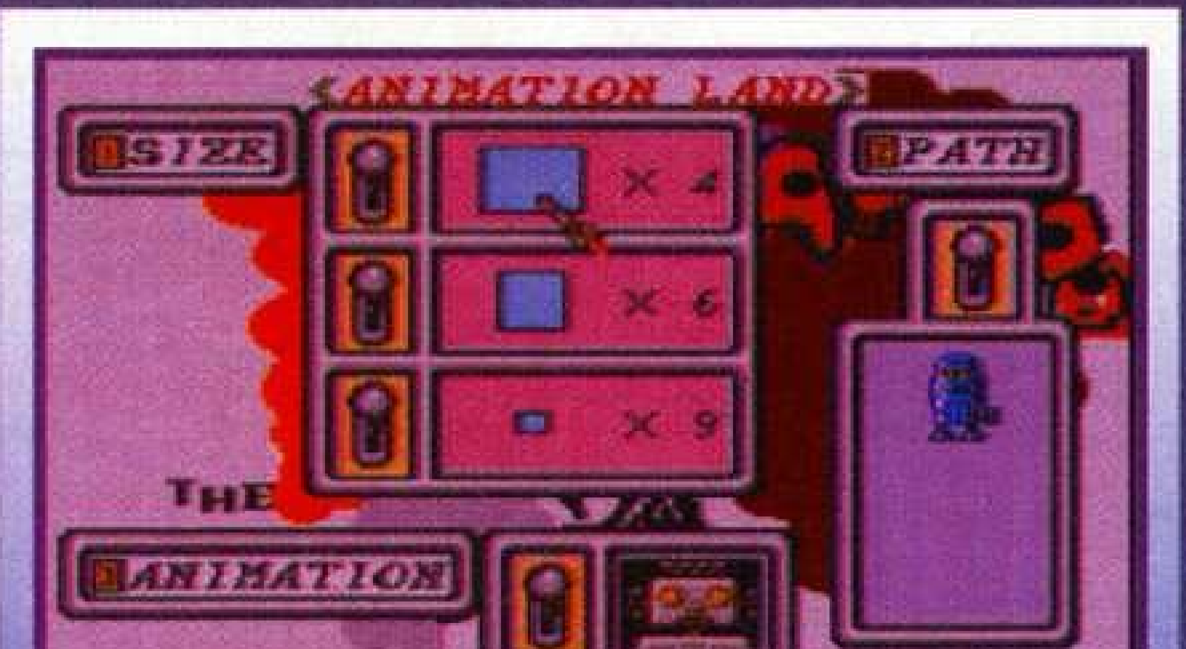
What would the wacky artist who cut off his ear after painting some sunflowers make of Mario Paint? Would he, perchance, herald it as the greatest ever advance towards the marriage of technology and fine art? Or would he just turn it off and bung Super Aleste into his Super NES for a quick blast? Well, actually he wouldn't make anything of it at all, because like most great artists he is, in fact, quite dead...

Still, Mario Paint offers mere mortals a doorway into the world of art without having to pop your clogs or impair your hearing to get results. Not only this, but it also allows you to join the ranks of Beethoven, Tchaikovsky and Minogue by composing your own score to enhance the full atmosphere and pathos of your greatest works. And, as if that wasn't enough, Mario Paint also provides the opportunity for you to rub shoulders with Walt Disney or Warner Bros thanks to the inclusion of an animation package!

If armchair artistry appeals to you in any way, or if perhaps you're Stock, Aitken or Waterman and you're looking for a new tool on which to make your new 'popular' records because your Atari ST has broken down, take a good look at the review on these pages.

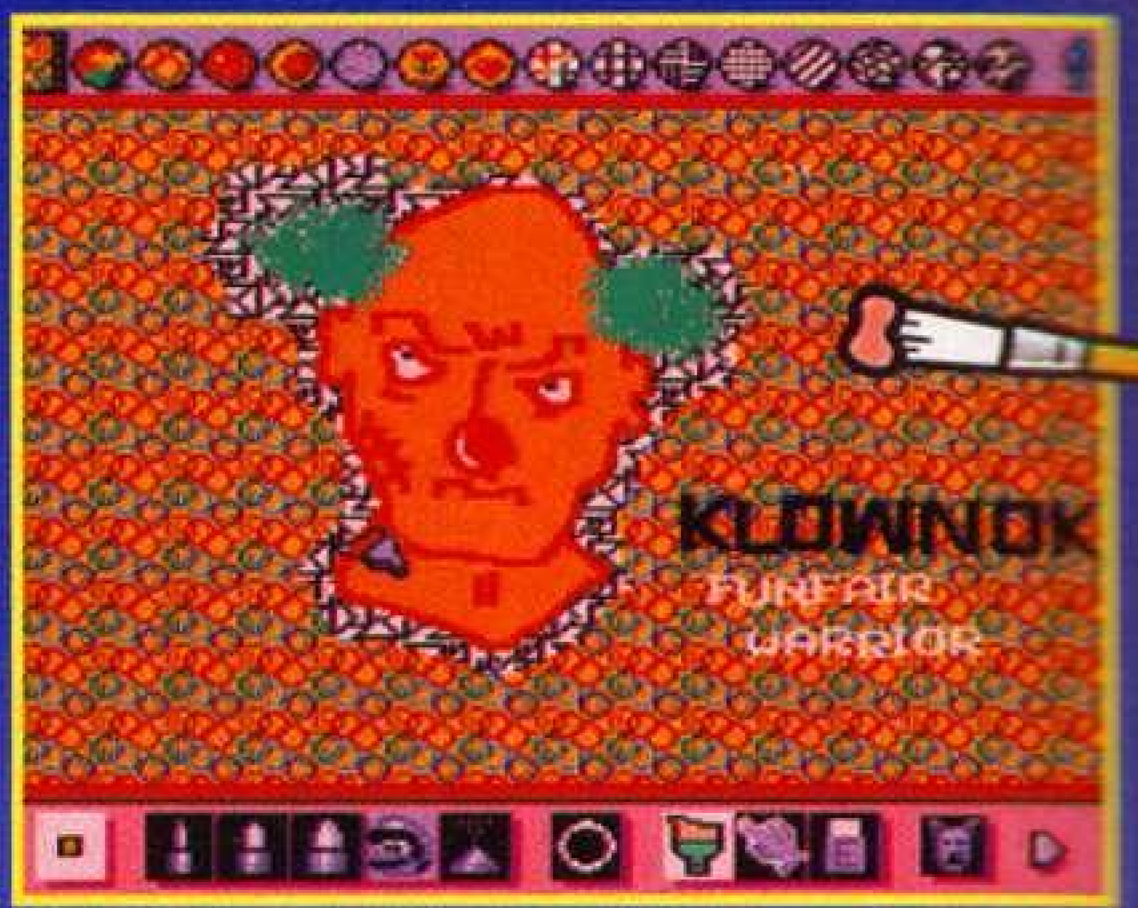


▲ Messing about with the flood fill option and the cross-hatching makes for some interesting patterns.



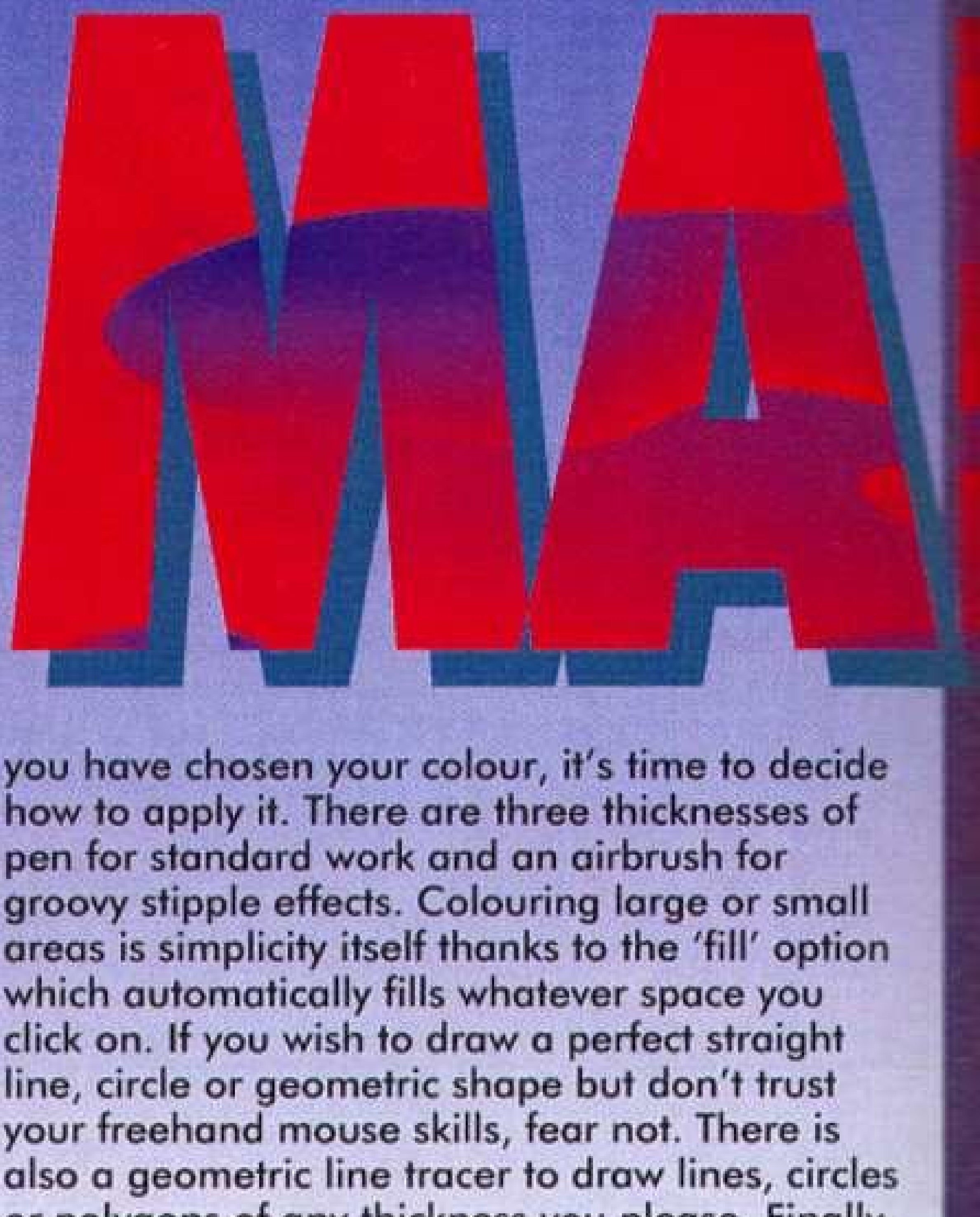
SCREEN TEST MALARKEY AHOY

The animation feature adds an extra element to your artwork. The artist has a choice of either four large frames, six medium-sized frames or nine smaller frames in which to work. Frames are filled in exactly the same way as the regular 'canvas', with pens, brushes and so on, although the cut and paste tools which allow you to copy any area of the picture generally prove invaluable for consistency between frames. Once your animation is complete, trace a path for it to follow through your picture (or position it if it is to remain stationary). Now sit back and watch as your work comes to life!

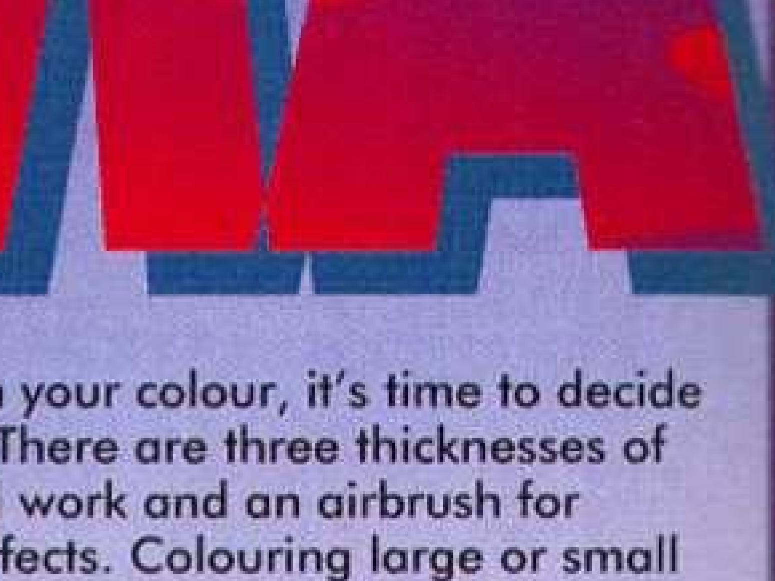


PAINT YER WAGON

No matter how many ways there are to skin a cat, there are more ways to paint a picture with Mario Paint than mutilate your moggie. The first stage of this is the palette bar. This displays fifteen colours at a time from fifteen palettes. The first palette displays standard colours, but other palettes consist of stripes, checks, multi-coloured patterns and even little pictures of Koopa turtles, bicycles and trees (tree-coloured paint?). Once



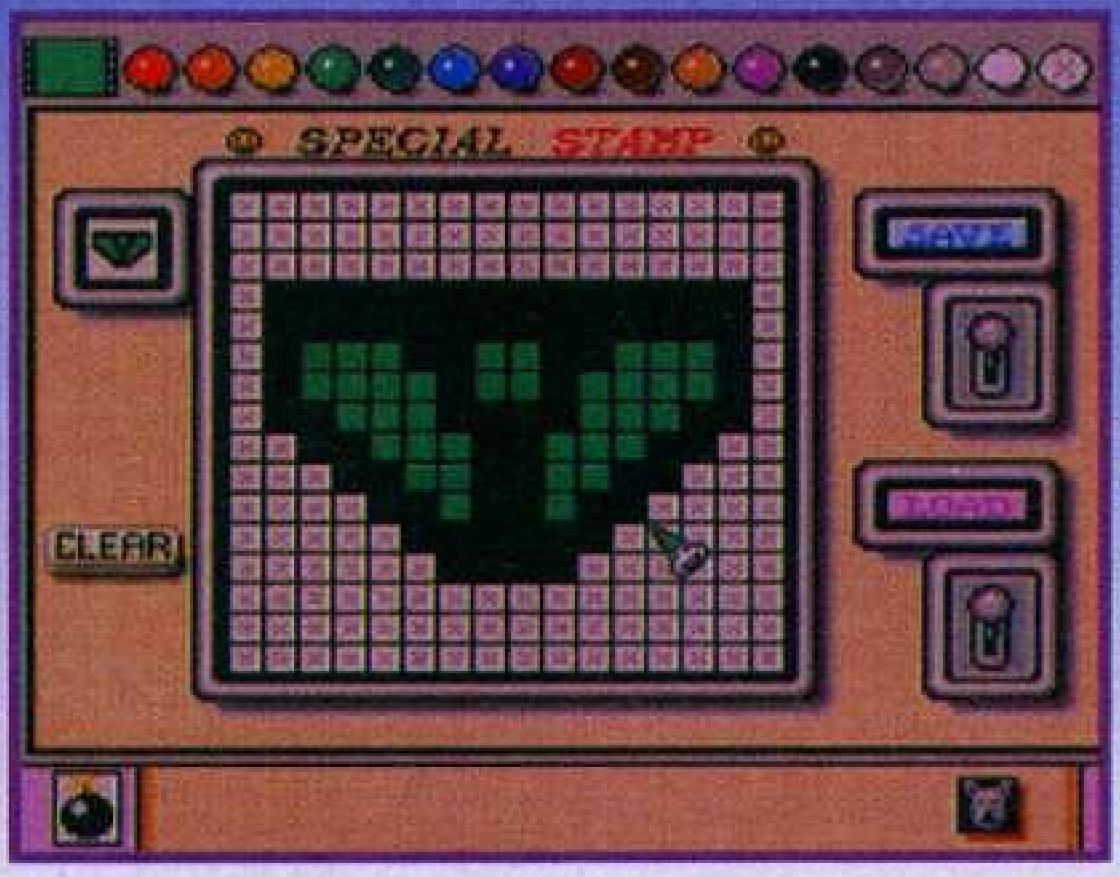
you have chosen your colour, it's time to decide how to apply it. There are three thicknesses of pen for standard work and an airbrush for groovy stipple effects. Colouring large or small areas is simplicity itself thanks to the 'fill' option which automatically fills whatever space you click on. If you wish to draw a perfect straight line, circle or geometric shape but don't trust your freehand mouse skills, fear not. There is also a geometric line tracer to draw lines, circles or polygons of any thickness you please. Finally, there is the stamp. This takes a small square block of the colour or design of your choice and stamps it onto your picture. This allows you to place single bikes, trees, Marios or whatever in the frame rather than painting a whole rack of them. Now, if you fancy naming your piece, simply move to the text selector and write what you want in either English or Japanese!



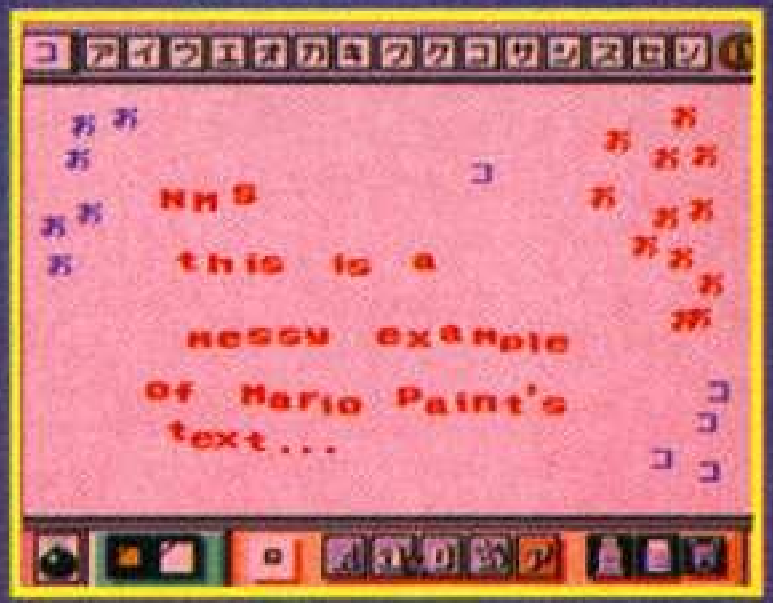
▲ This screen allows the user to alter the mouse's responsiveness.

STAMP ON

If there's a small shape or design you plan to use a lot, the stamp facility is perfect for you. This presents you with a large scale grid in which to paint your design, whilst a smaller window shows what it looks like in actual size. Up to fifteen of these stamps may be saved onto the stamp palette and used as any other paint, either in a pen, airbrush or on a stamp (surprisingly).

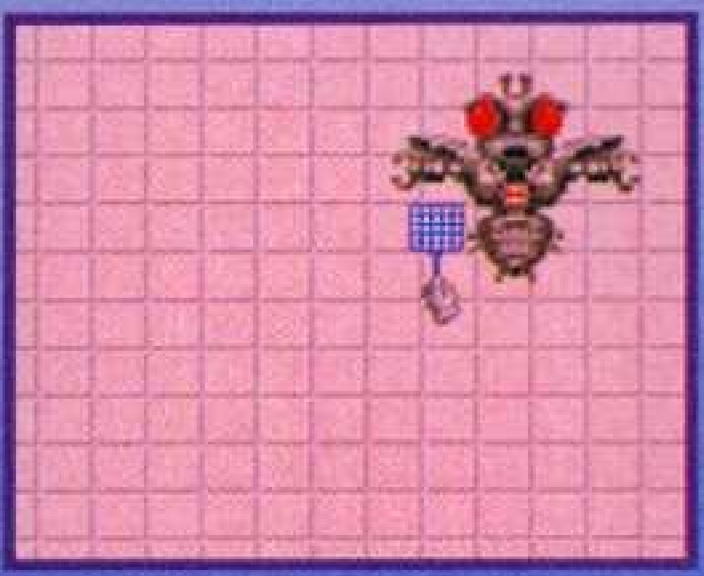


LOAD
100
START



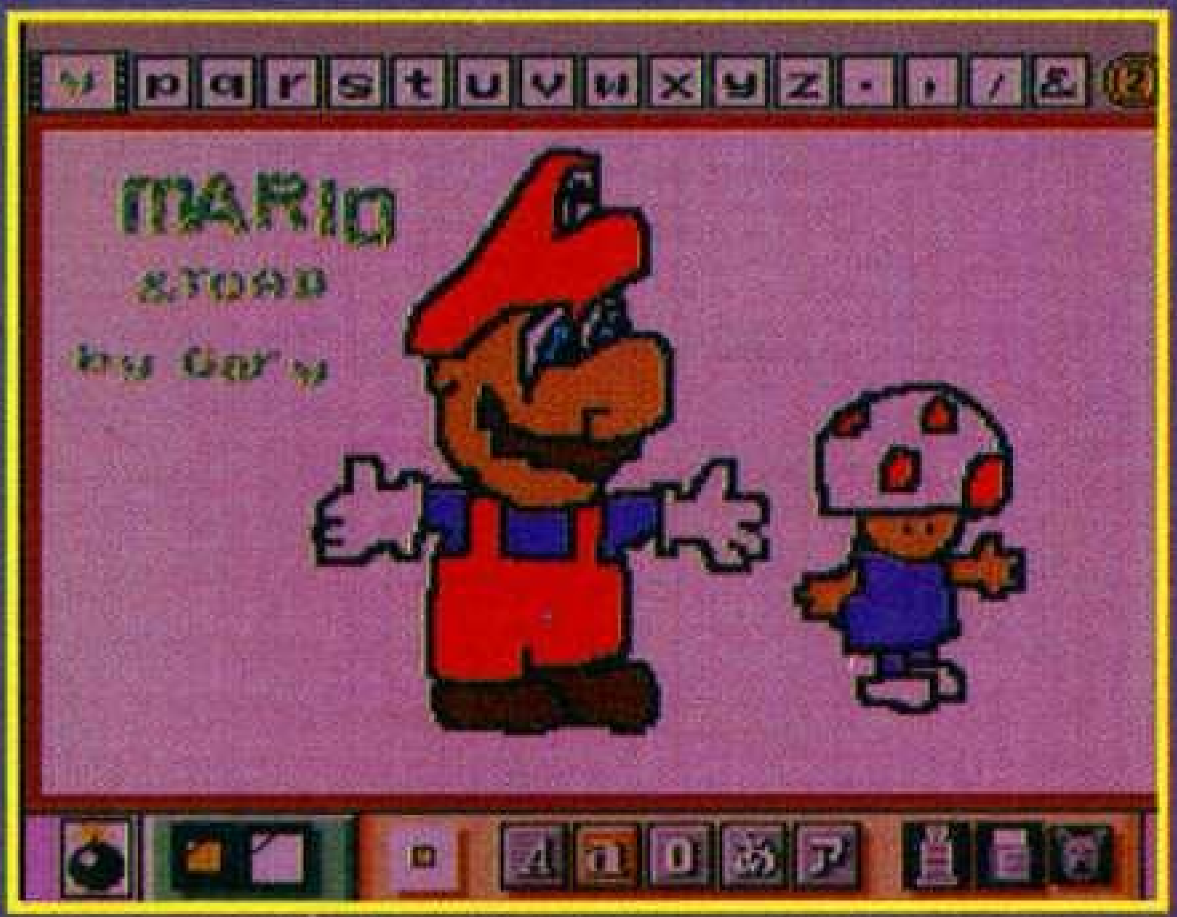
NMS
this is a
messy example
of Mario Paint's
text...

RIOPAINT



INSECT-OR MORSE

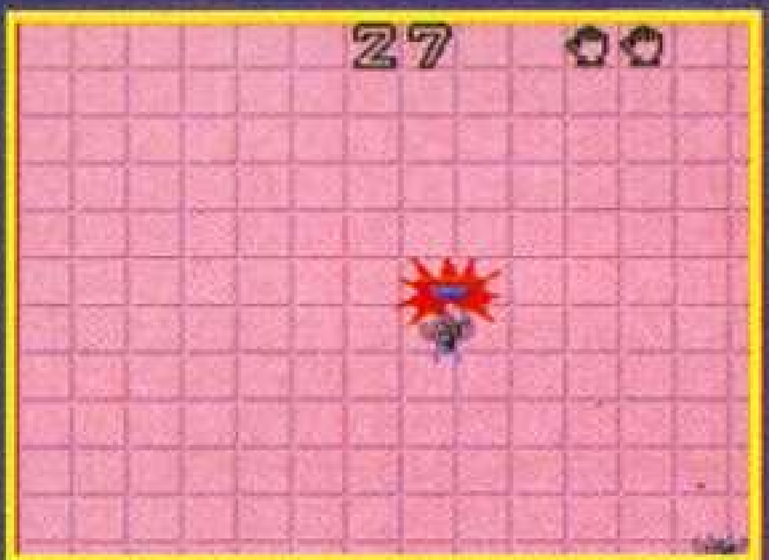
If self-expression gets a little tiresome and you fancy a break, Mario Paint has just the thing. Click on the coffee cup icon and you are whisked in to a single-screen game played over three levels. You control a hand holding a fly swat, and it's your job to swat midges, flies, wasps and beetles, plus a giant robotic hornet at the end of every level. If one of the numerous attacks launched by the bugs hits your hand a life is lost. Lose all your lives and it's 'game over'. If your reactions are super-fast and you beat the first three levels the whole shebang starts again, but much faster!



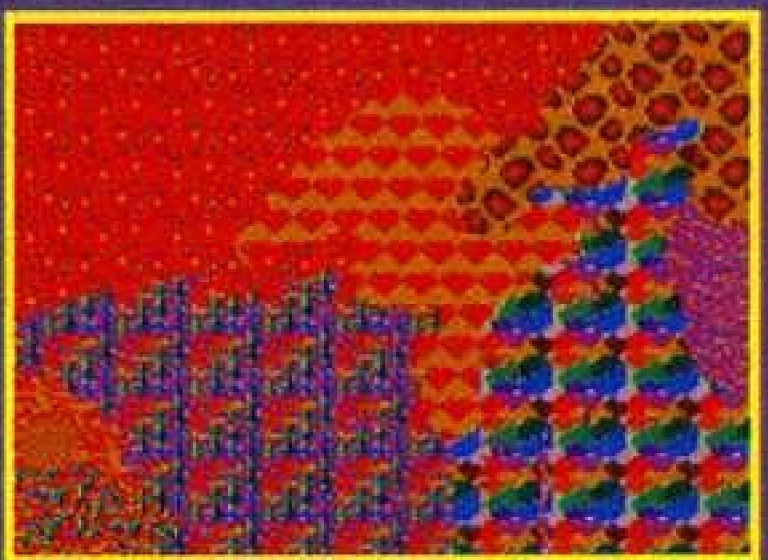
pqrstuvwxyz.,/&

MARIO
&TOAD
by Gary

▲ Once the picture has been completed, the text option allows you to caption it.



▲ The fly-swatting sub-game in all its gory glory.



▲ Could it be a picture of a colourful Europe - or just a mess?

How To Control

Move the mouse around the screen, drawing whatever you so wish - simple, really...

MOUSE

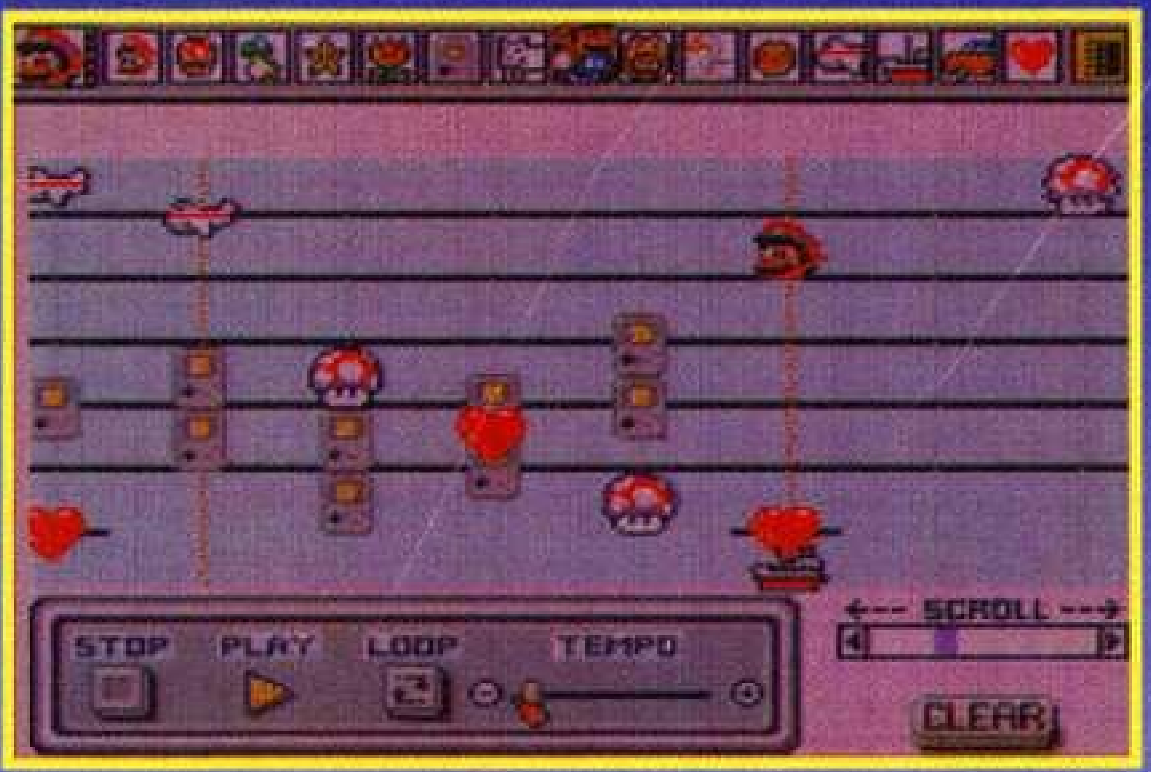
Using the mouse to position the cursor, the left button is used to select the many icons, whilst the right button cycles through the package's menus.

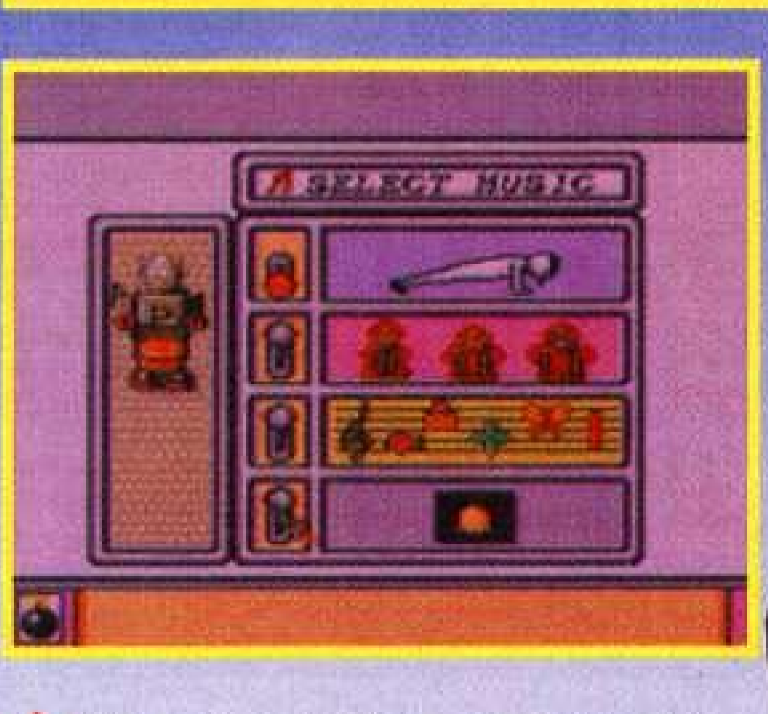
How To Play

Mario Paint is a very simple-to-use paint and music package, which invites the user to create, animate and add sound to whatever image they wish. A diversion is added with the addition of an excellent 'Fly Swatting' game.

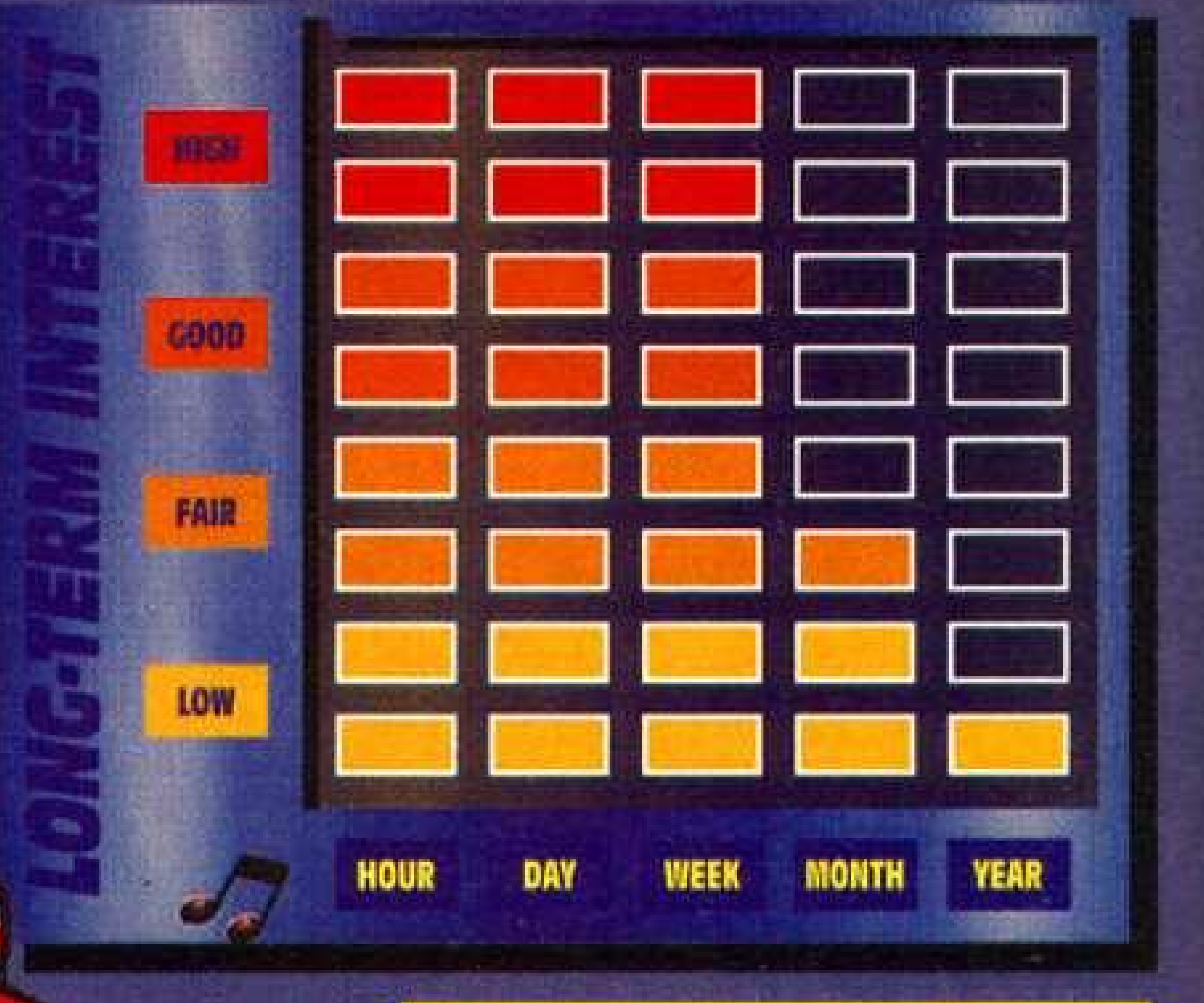
DIY BLEEPY RAVE TOSH

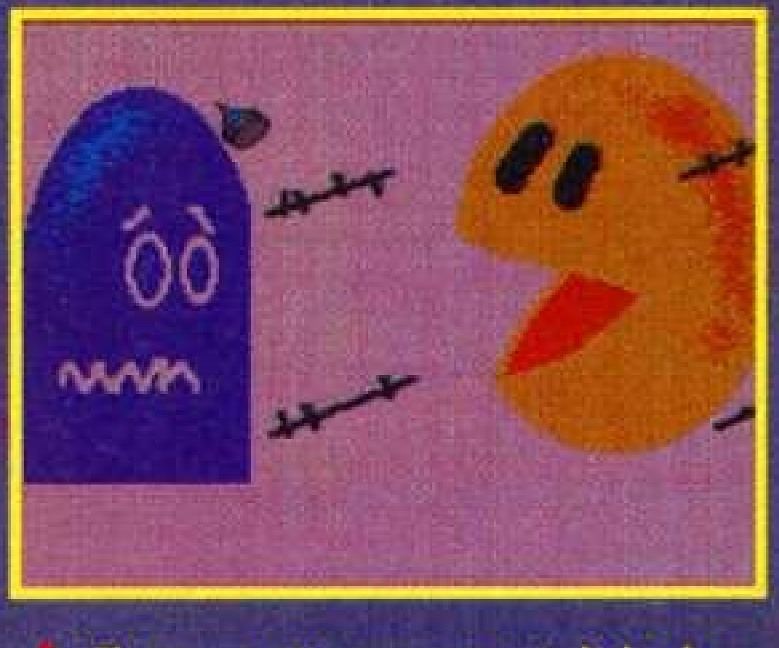
Once you're happy with your animated picture, it's time to add some music to make things swing. Up to 36 bars of music in either 3/4 or 4/4 timing running at a variable tempo are available, along with a variety of 'instruments'. These range from organ noises to drums, pigs, dogs and even Game Boys! Each sound has an icon representing it, and to program your tune simply select the desired icon and place it on the sheet. The Super NES plays back the note you have just placed to make sure you've got the right sound. The package handles chords of up to three notes, so you can have a number of instruments going at once. If you're not sure what to do, though, simply have a look at the three examples already programed - demonstrated by Mario bouncing on the notes as the music plays!





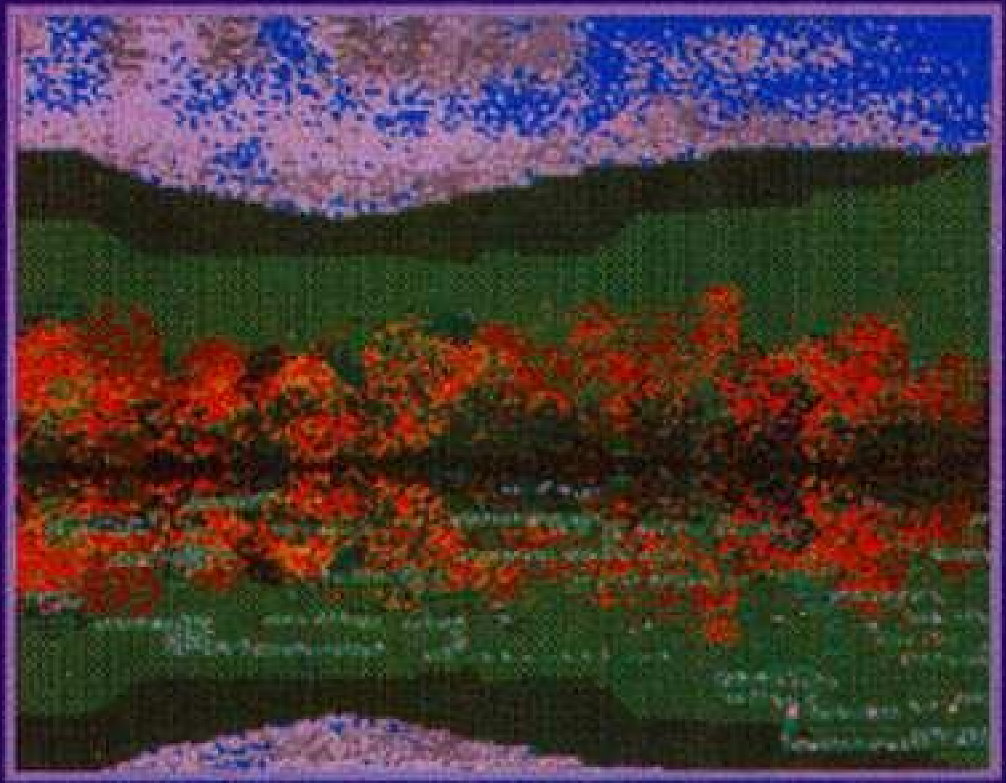
▲ The main music selection screen. From here, every aspect of a tune is available for manipulation and altering.





▲ The spray options proves particularly when adding shading to pictures.

COMMENTS



JAZ It's fun for a while, but the limited painting tools mean all your drawings look very childish! Great for kids, but at £60 gimme SF2!

ANDY Mario paint is fun for drawing dross like the above and the music option is a laugh, but its appeal is too short lived for the asking price.

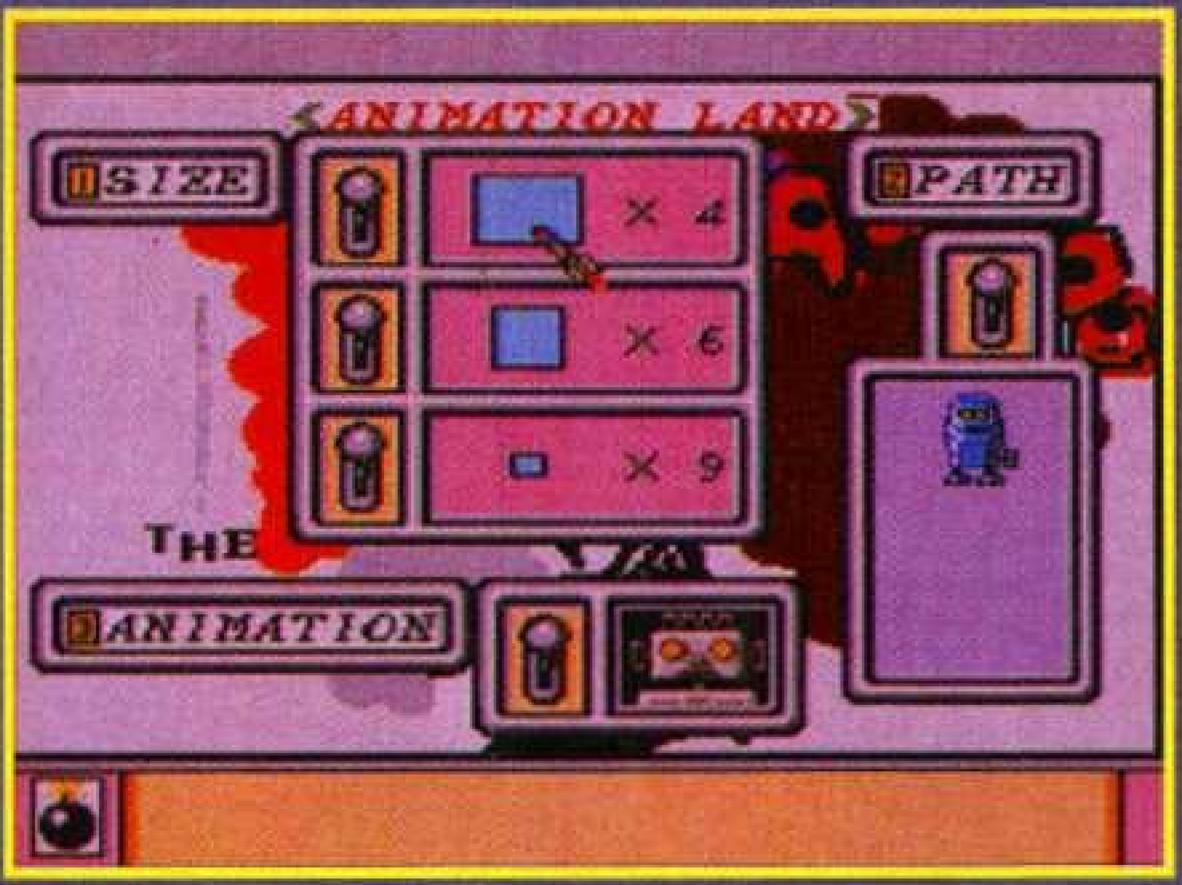
GROVER SAYS:
DON'T TALK TO STRANGERS

RAD Mario Paint has loads of options, but it's no good for drawing anything with any fine detail. Worth it if you're after the mouse though.

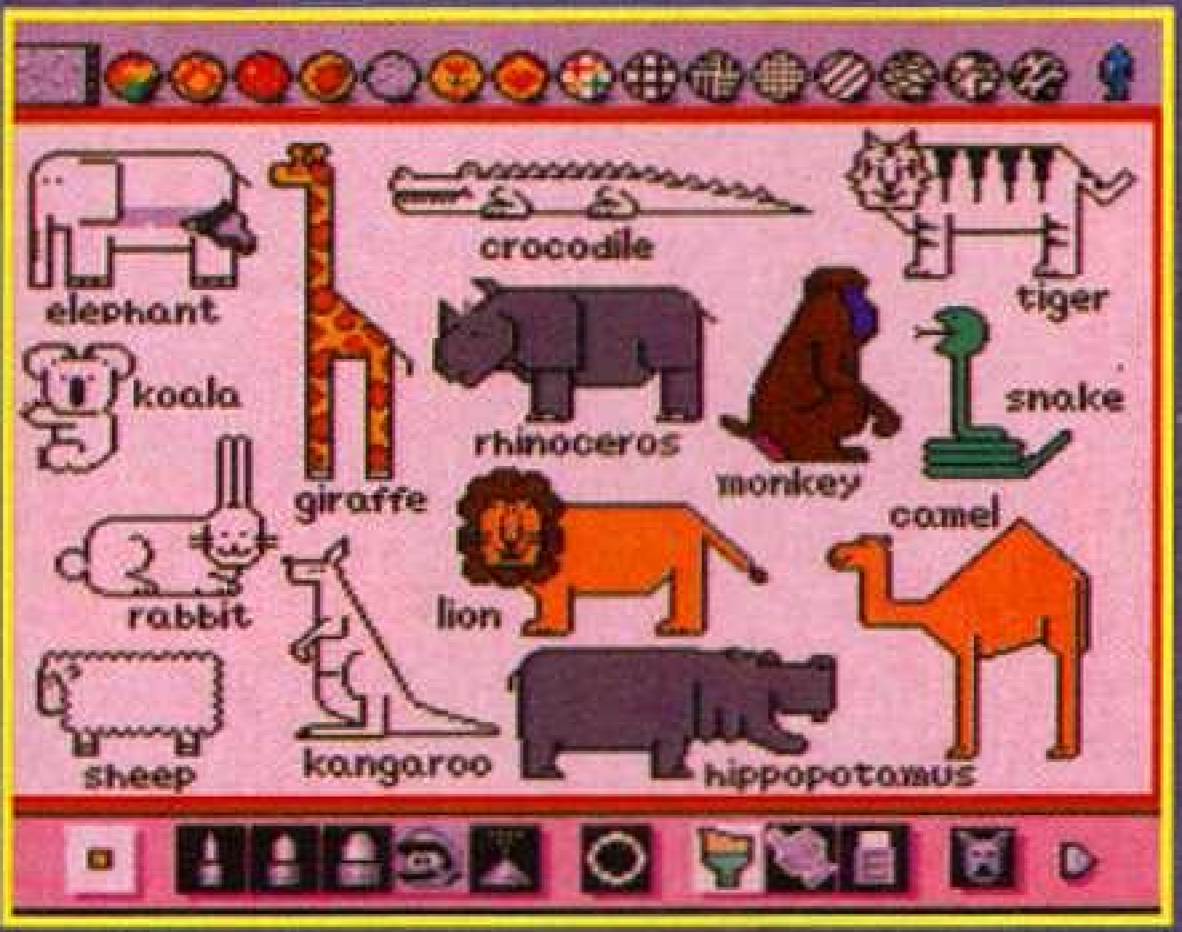
PAUL I think Mario Paint's a smart laugh, even if it is limited in many respects. Still, there is enough to keep most fun-loving people happy for ages - and the mouse is great!

STEVE Whilst Mario Paint is fun to pick up and mess around with, it's lasting appeal is highly dubious. True enough it's a good laugh, but for sixty quid I expect a lot more.

GUS I thought Mario Paint was a laugh for a very short time, but none of it's elements is thorough enough to be of any real use. For the money it's not really much cop.

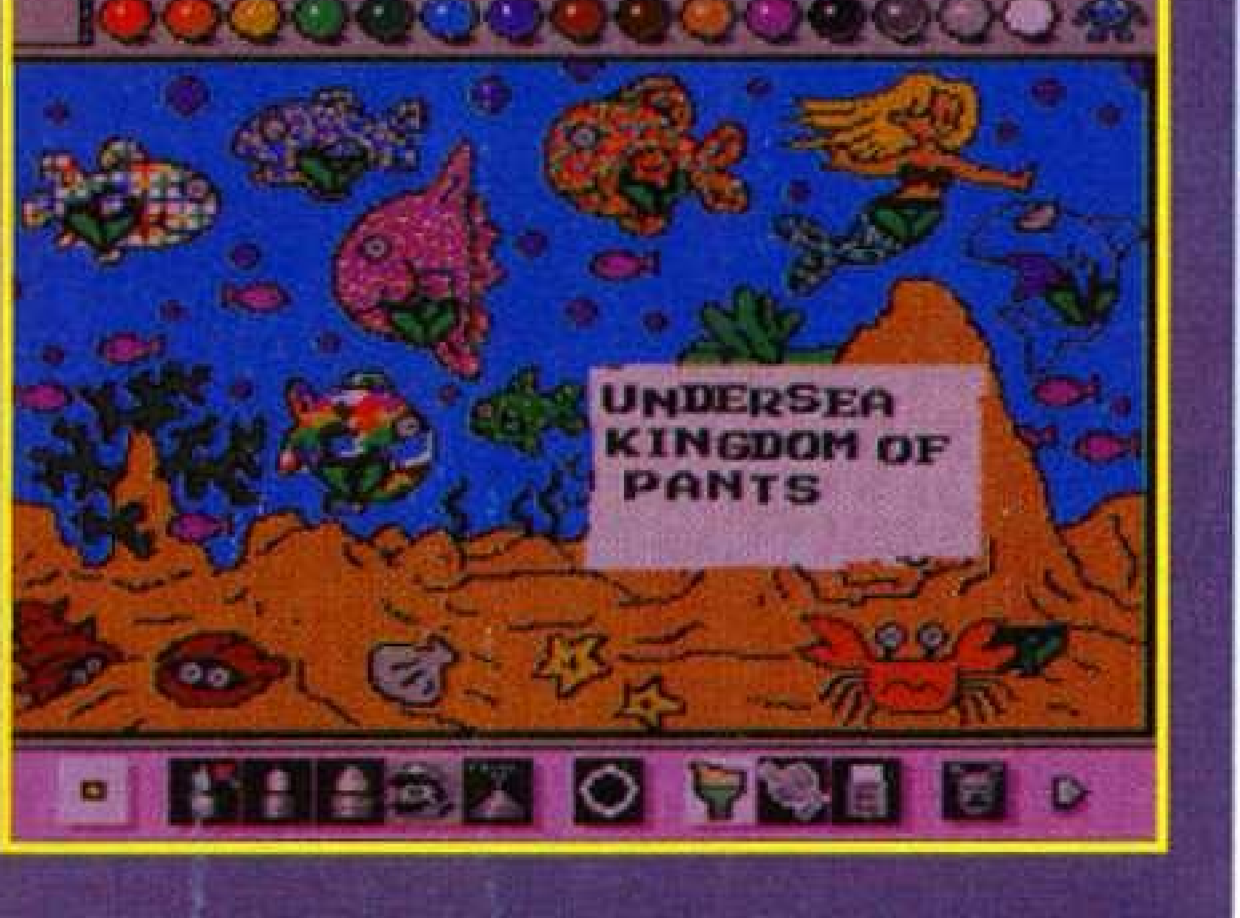

ANIMATION LAND
SIZE
PATH
× 4
× 6
× 9
THE
ANIMATION

As with the music selection screen, from this screen the animation can be similarly tailored and messed around with. No over-complicated menus here, thankfully.


crocodile
elephant
tiger
koala
snake
rhinoceros
monkey
giraffe
camel
rabbit
lion
sheep
kangaroo
hippopotamus

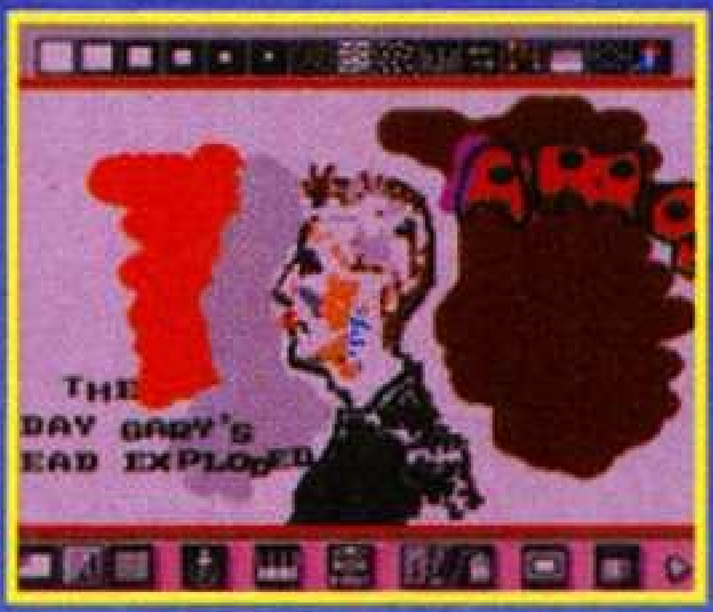
ATTENTION LAZY GITS

If you can't be bothered drawing your own stuff, there's a mini colouring book available. There are four pre-drawn outlines. Use the tools of your choice and add pigment to the proceedings, or use them as a backgrounds for further Tony Hart-style hanky-panky. Yawn!

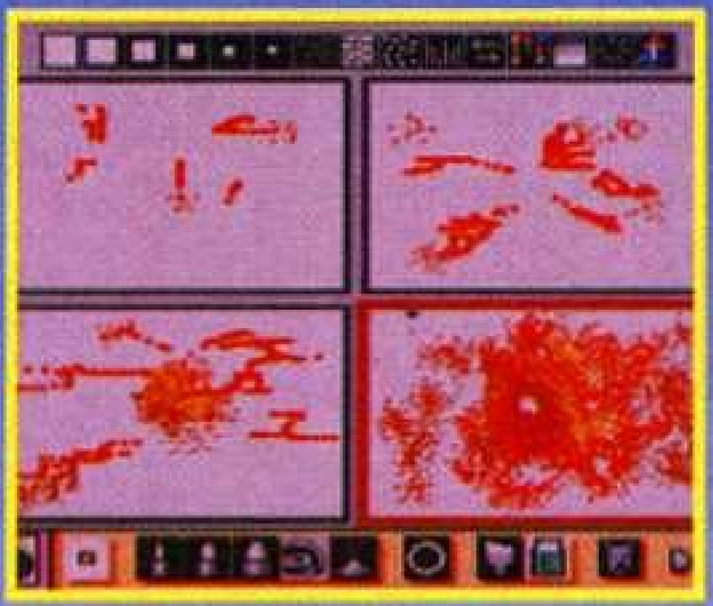

UNDERSEA
KINGDOM OF
PANTS

HOW TO MAKE GARY'S HEAD EXPLODE

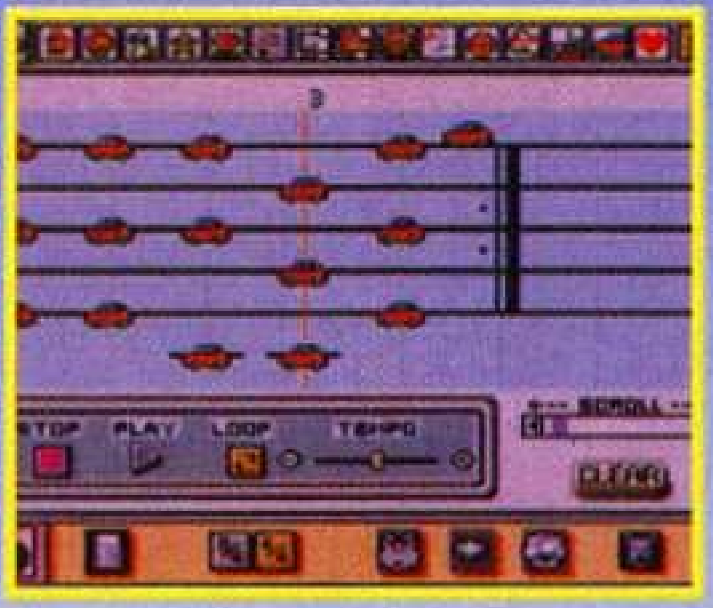
Creating an animation is easier than you'd think. Shown here is Rad's seminal work entitled 'The Day Gary Harrod's Head Exploded.' Using past masters such as Manet and Van Goch as his inspiration, here's a step-by-step guide to young Automatic's masterpiece...


THE
DAY GARY'S
HEAD EXPLODED

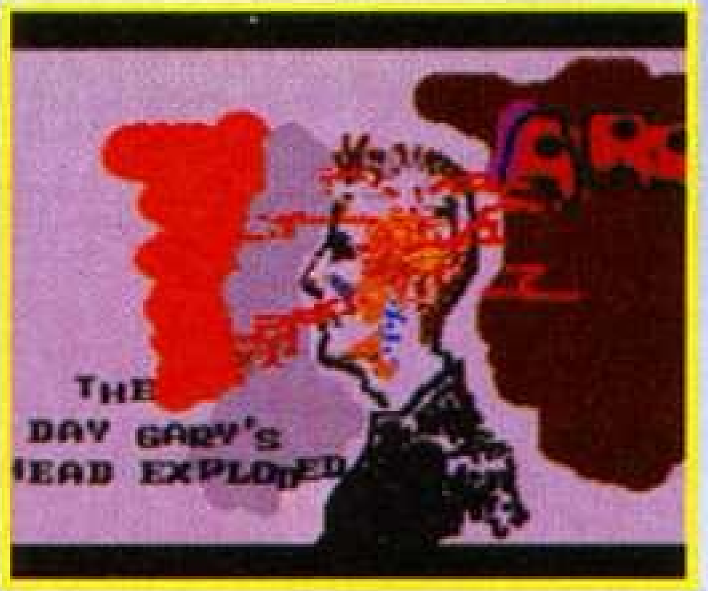
STEP 1: Rad started by sketching Messr Harrod's head using Mario Paint's assorted brushes and pencils, and then added the scream effect to the right...



STEP 2: ... it was then time to produce the explosion of brain and blood. Limiting himself to four frames of detail, these are duly superimposed over the picture.

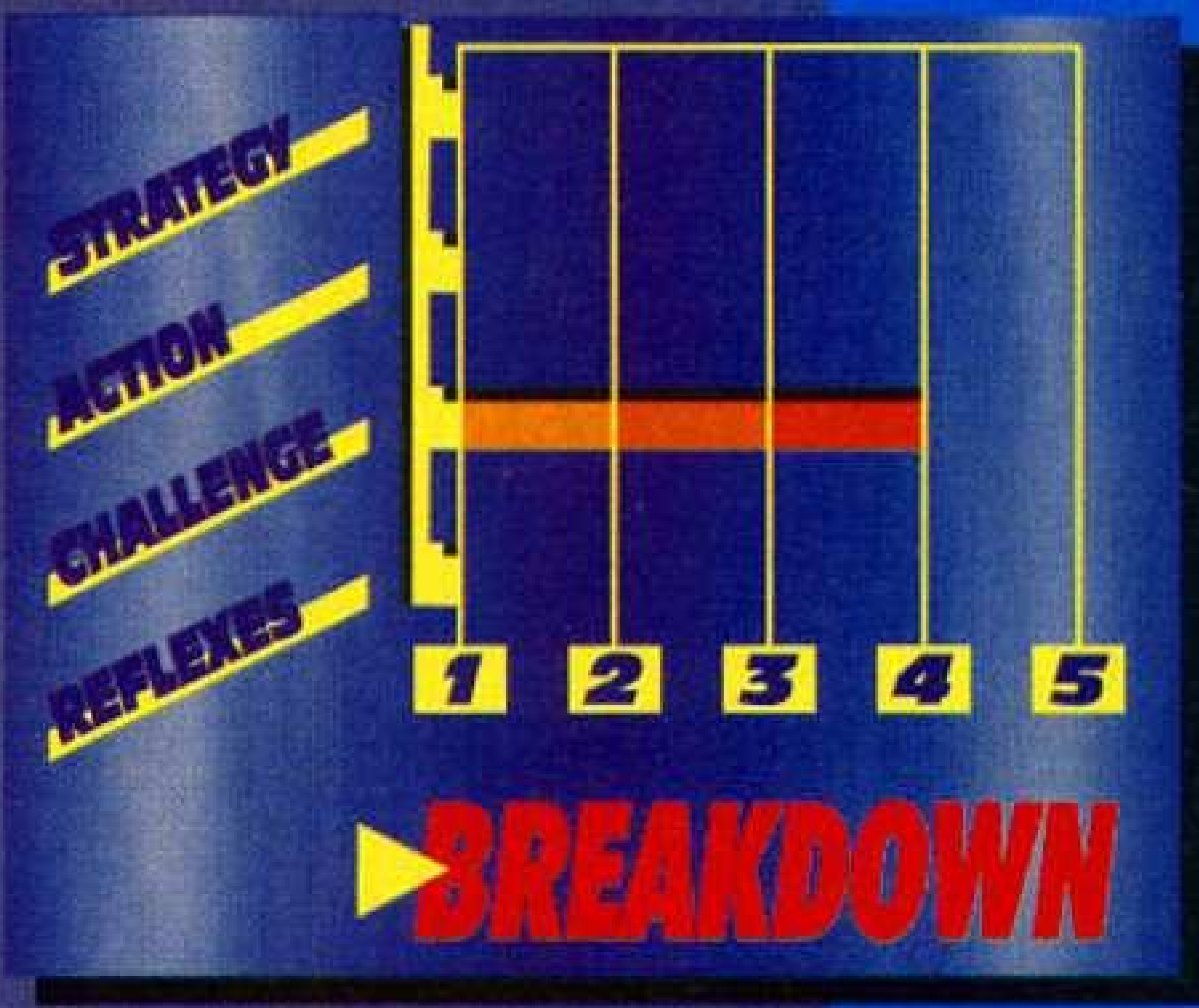

STOP
PLAY
LOOP
TEMPO
SCROLL
CLEAR

STEP 3: Next, Rad added music to his epic. A dischordant piece, which emphasised the pain Gary would experience - and the laughs of the NMS crew at his expense!


THE
DAY GARY'S
HEAD EXPLODED

STEP 4: Voila! As a screaming dirge plays in the background, Gary's head explodes in a vision of red and orange. Incidentally, if you are interested in purchasing one of Rad's pieces of modern art for your private collection, contact him via the usual NMS address.

RATINGS



PRESENTATION

95

▲ All the options are easily laid out for fast and fluid use - superb stuff!

▼ Saving takes a bit too long.

GRAPHICS

83

▲ It's possible to do some great stuff and the non-user-defined graphics are top-notch.

▼ Fine detail is nigh-on impossible.

SOUND

90

▲ The in-cart tunes are pretty good and you can always write your own.

▼ Limited samples which you can't fiddle with.

PLAYABILITY

91

▲ It's easy to use and very absorbing.

▼ Once you've explored all the options it loses some of its appeal and interest.

LASTABILITY

54

▲ The only limit is your imagination, as they say.

▼ You can only save one picture at a time.

OVERALL

A fun and enjoyable paint package that comes with an excellent mouse. The problem is that its novelty wears off fairly quickly and it's very expensive.

65

REVIEW

SUPER NES

2 PLAYER

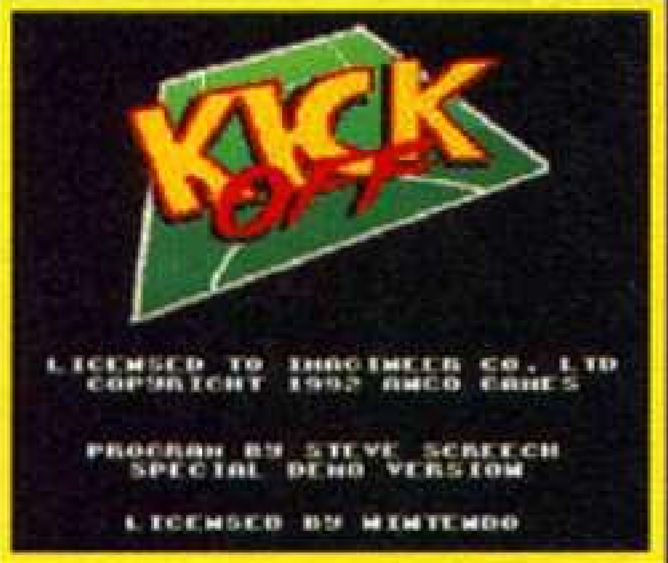
4 MEG

SPR GAME

SUPE KIC OF

The skills of the professional footballer are manifold. The ability to have an awful haircut; the ability to attract trouble in nightclubs and the knack of making a tap to the shin look like an open fracture of the tibia. Added to this is the requirement of turning up once a week to kick a ball about for ninety minutes and earn a stack of cash for it.

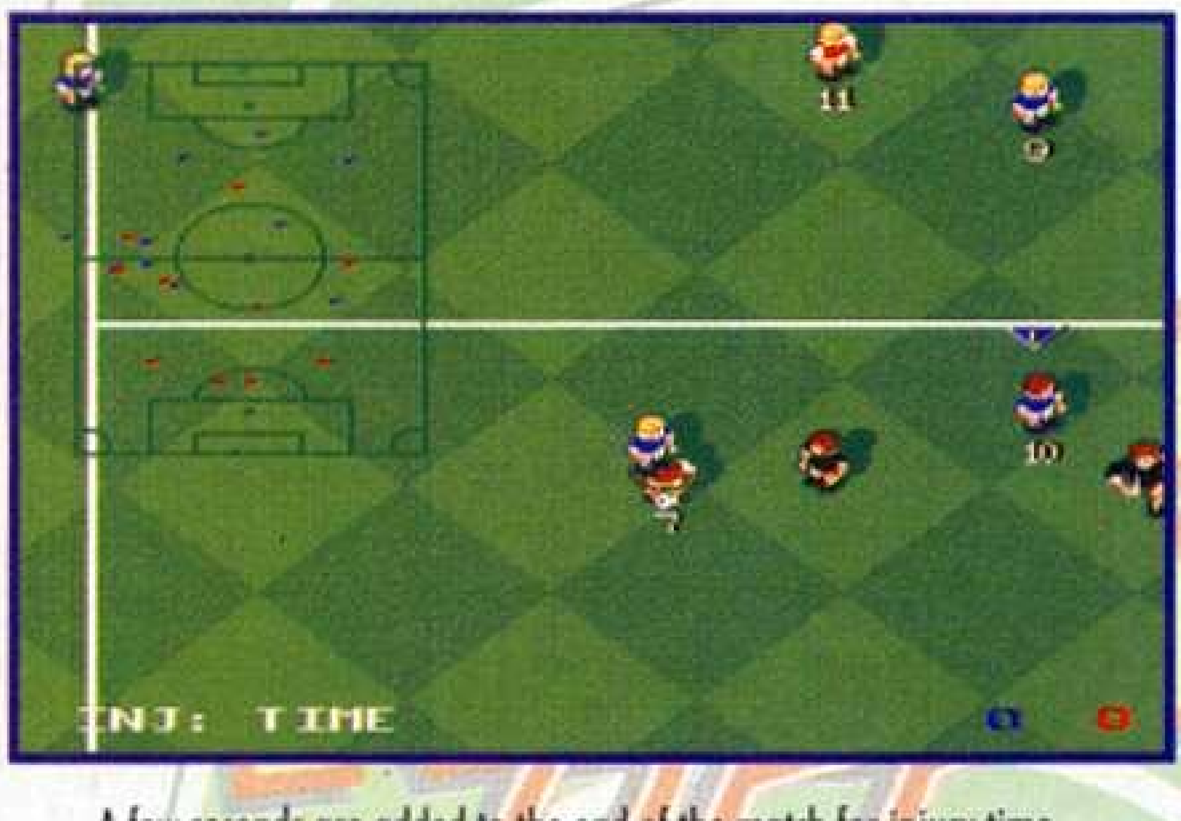
The game of footy has been ported lock, stock and barrel over to the Super NES, with the original Amiga version's many options presented in their entirety. Just about every aspect of a match is changeable. On the field it is possible to have all the paraphernalia of football, including bone-breaking fouls and tense penalties. Off the field you have the facility to play Vivienne Westwood and design a 'Post-Modern' strip for your team and save it for later use. A vast field of European and International squads are also yours to select. So with all that, it's apparently a whole new ball game.


LICENSED TO IMAGINEER CO. LTD
COPYRIGHT 1992 ANCO GAMES

PROGRAM BY STEVE SCREECH
SPECIAL DEMO VERSION

LICENSED BY NINTENDO

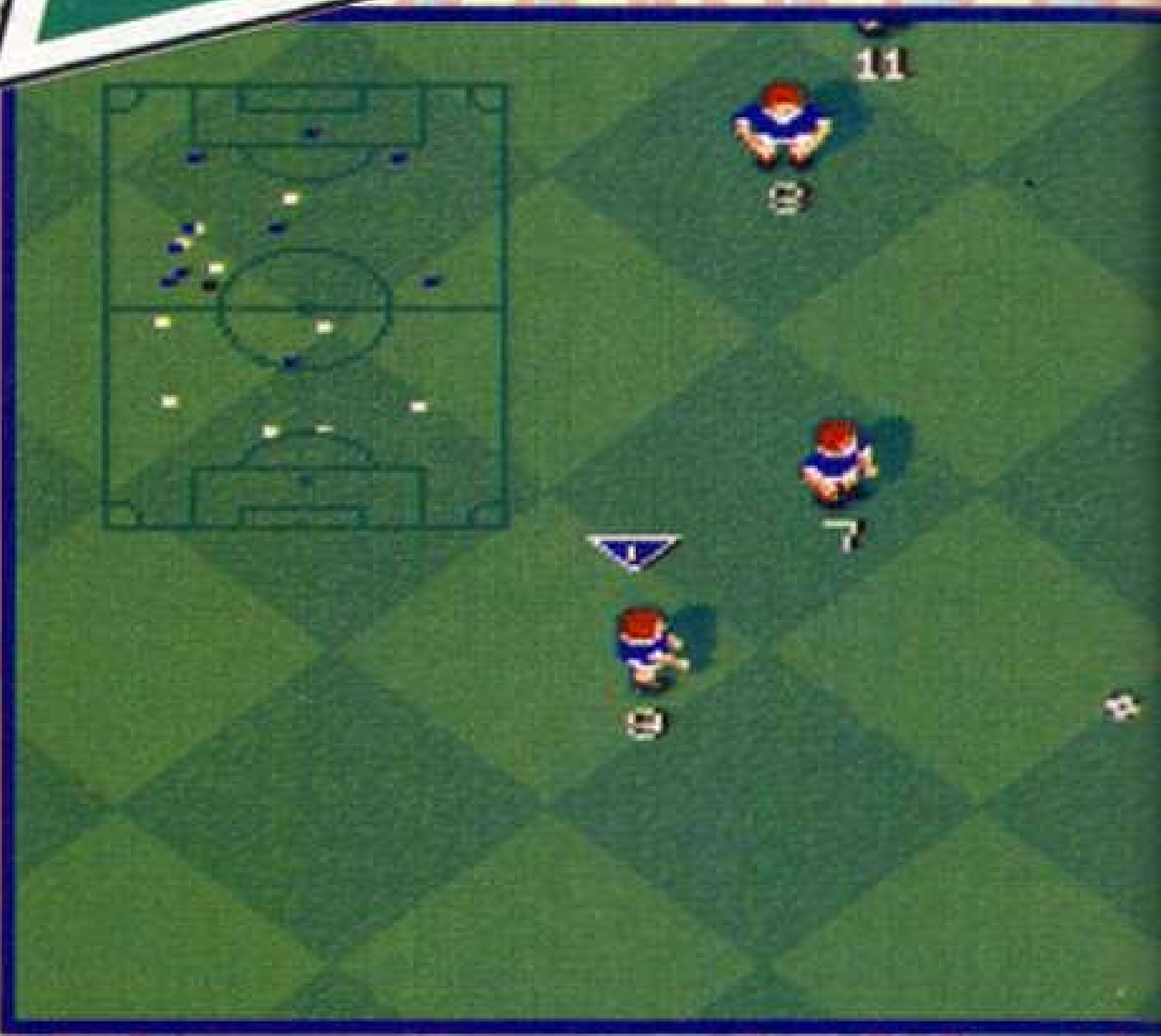
PRICE: TBA
BY: ANCO



A few seconds are added to the end of the match for injury time.

NG THE SC

As you only see a portion of the pitch at any one time, Super Kick Off has a scanner feature. This displays the positions of players on the pitch as well as the ball and the current player in possession. The scanner takes the form of a miniature wire-frame pitch in the top-left corner, and comes in two sizes.



COMMENT

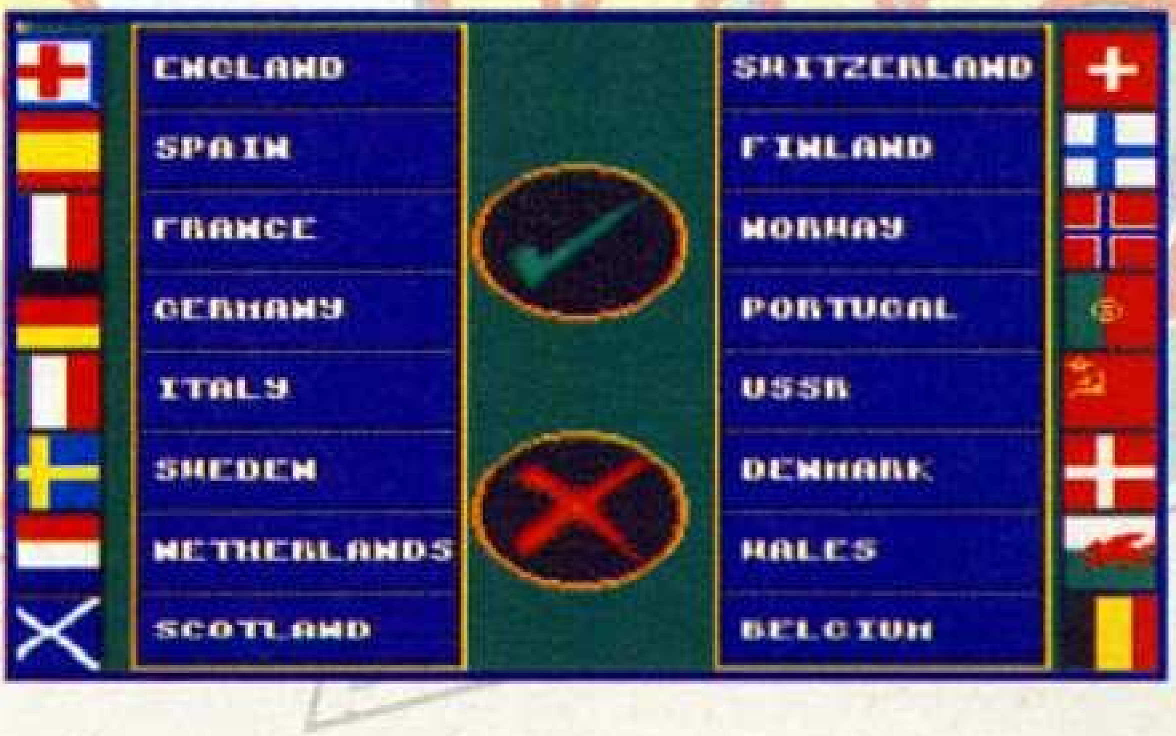
GUZZA

I'm really sorry if you were waiting to hear me say Super Kick Off is the fantastic conversion we had all been waiting for, because it isn't anything of the sort. It seems the curse of the console soccer game lives on, and I can't for the life of me think why. Graphically (and sonically), as you can see, Super Kick Off is surprisingly basic and fails to use the Super NES's advanced capabilities to produce outstanding animation. The sound is also pretty naff. These are cosmetic quibbles, though, and the disappointments of the game run deeper than that. The feel of football hasn't been realistically translated - passing is imprecise and the player selection by the computer is frustratingly erratic. Another annoyance is the tackling, which more often than not results in foul - and you're forced to sit there while a trainer comes on and and shakes his head. Nice first time, but after the tenth time I was screaming with frustration. So despite the lovely options and touches which make Super Kick Off the most comprehensive console soccer game yet seen, it's still only a knock-about, and not the Messiah of football.

THE ERNATIONAL

Let nation come unto nation and kick a leather bladder about. The full gamut of International play is incorporated into Super Kick Off, with 16 foreign squads to choose from. If you don't fancy travelling abroad, there are league match formats. The league is made up of eight teams, the computer calculates the results for teams you don't control. The whole tournament is held over 14 weeks, which is a home and away match for everyone.

Take your pick from the many international sides available.


ENGLAND
SPAIN
FRANCE
GERMANY
ITALY
SWEDEN
NETHERLANDS
SCOTLAND

SWITZERLAND
FINLAND
NORWAY
PORTUGAL
USSR
DENMARK
WALES
BELGIUM

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
N/A

SKILL LEVELS
5

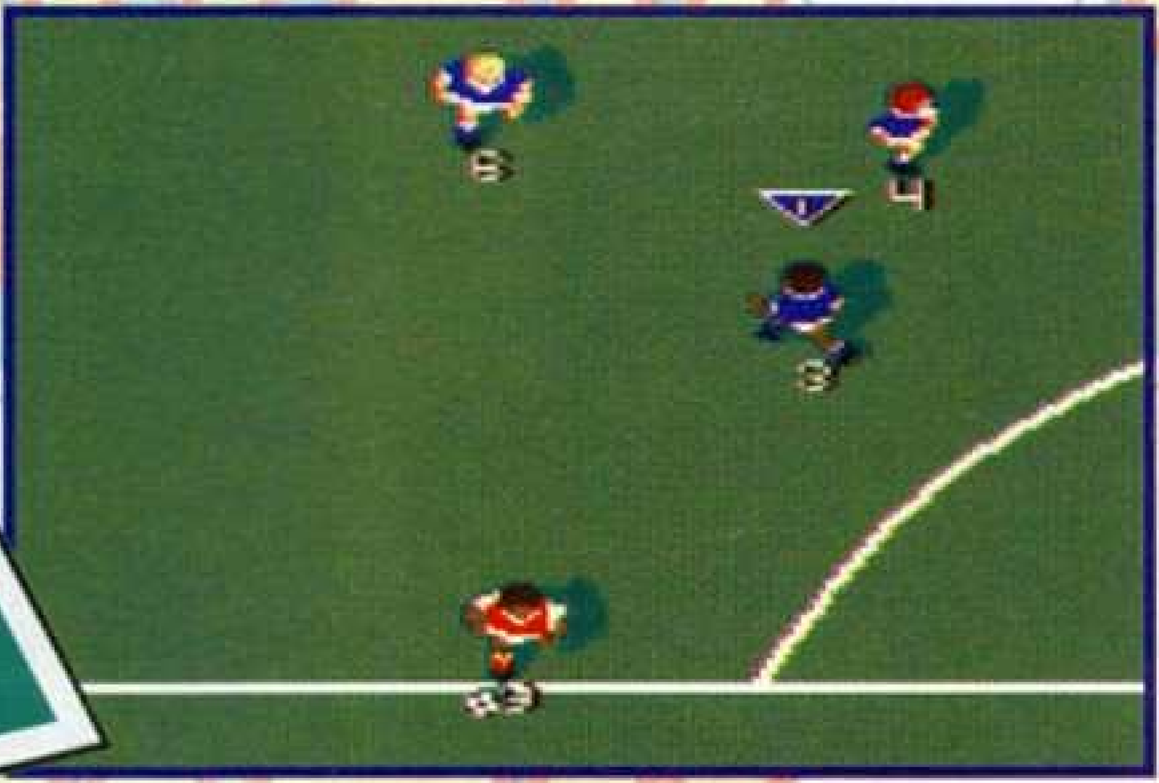
RESPONSIVENESS
GOOD

1ST DAY SCORE
BEAT LEVEL THREE

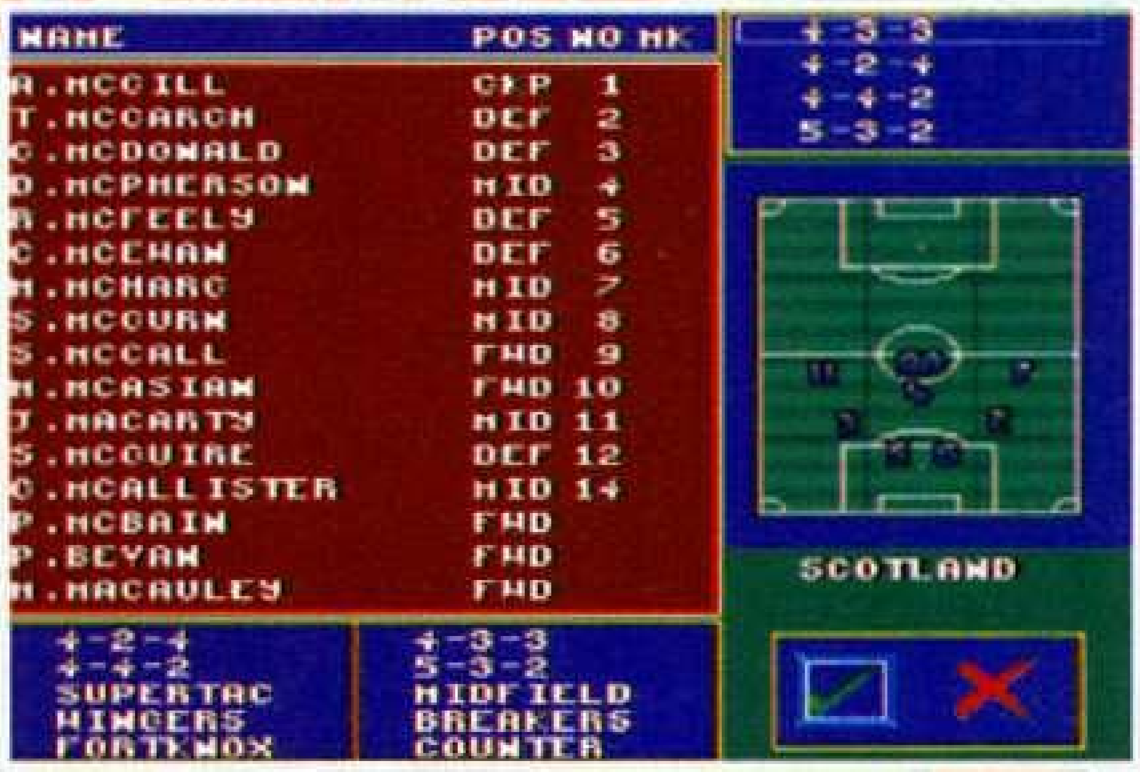
ORIGIN
Super Kick Off is a conversion of Anco's classic football game which has graced virtually every computer and console known to man.

TACTICAL

Because you have only one player at your disposal at any one time (the closest to the ball), the tactics of the rest of the team should be determined beforehand. The tactics screen is for that very purpose. A mini-pitch allows you to view the player's formations for 'set-pieces' like kick-off, corner kicks and throw-ins. The boxes along the bottom are for switching formations, which include old favourites such as 4-3-3 or 5-3-2.



Before the match begins, the team is displayed, allowing you to change their positions and tactics where necessary.



NAME	POS	NO	MK
A.MCGILL	GKP	1	
T.MCCARCH	DEF	2	
C.MCDONALD	DEF	3	
D.MCPHERSON	MID	4	
A.MCFEELY	DEF	5	
C.MCEHAN	DEF	6	
M.MCHARG	MID	7	
S.MCCURN	MID	8	
S.MCCALL	FWD	9	
M.MCASIAN	FWD	10	
J.MACARTY	MID	11	
S.MCGUIRE	DEF	12	
G.MCALLISTER	MID	14	
P.MCBAIN	FWD		
P.BEYAN	FWD		
M.MACAULEY	FWD		

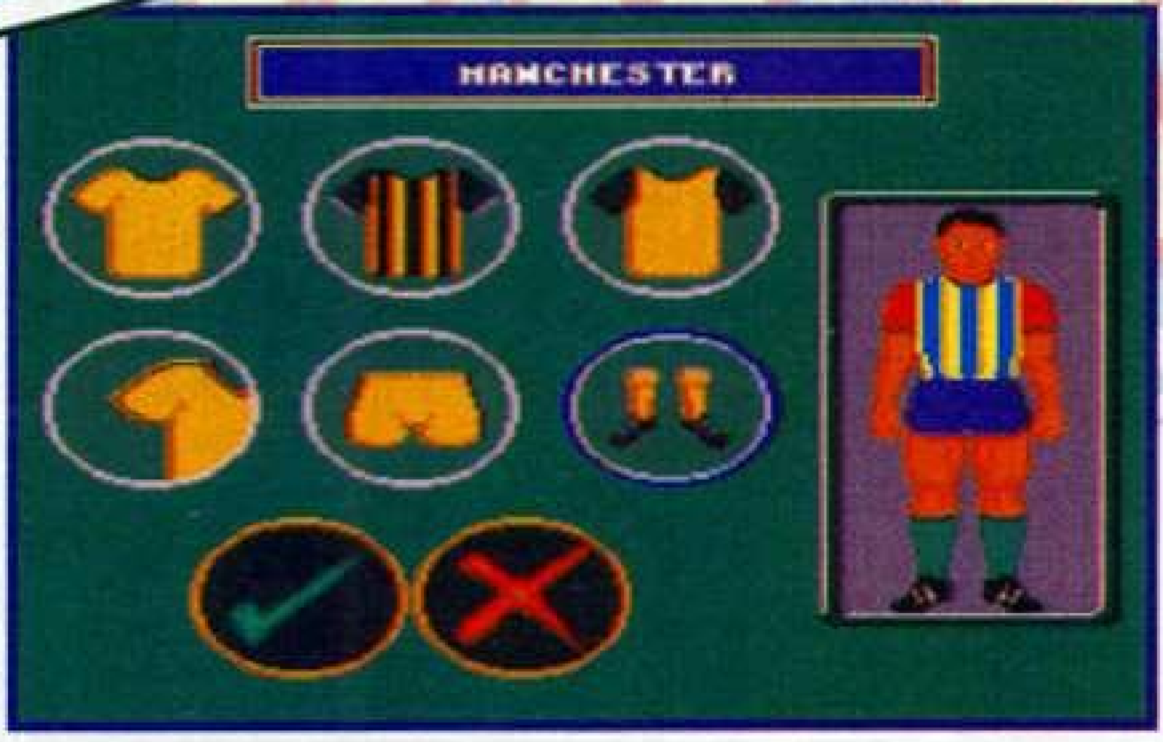
4-3-3
4-2-4
4-4-2
5-3-2

SCOTLAND

4-2-4
4-4-2
SUPERTAC
WINGERS
FORTKNOX

4-3-3
5-3-2
MIDFIELD
BREAKERS
COUNTER

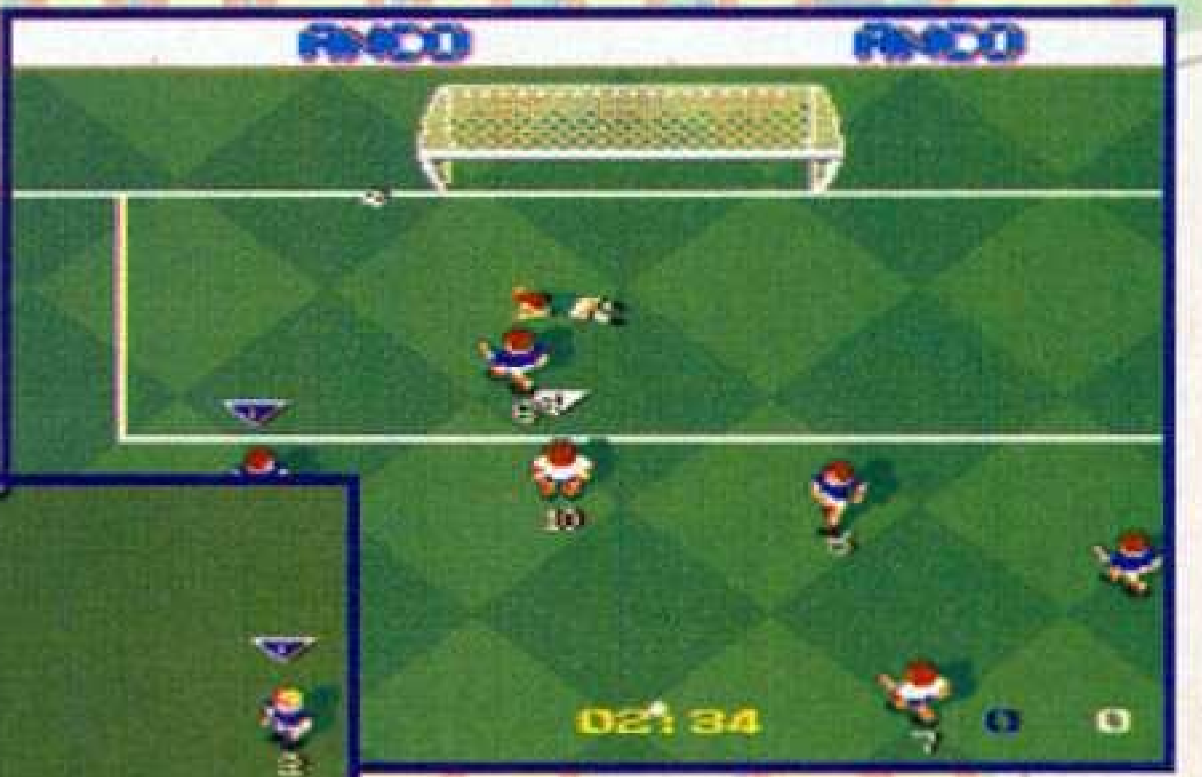
The player nearest the ball falls under your control.



THE SHOULDER

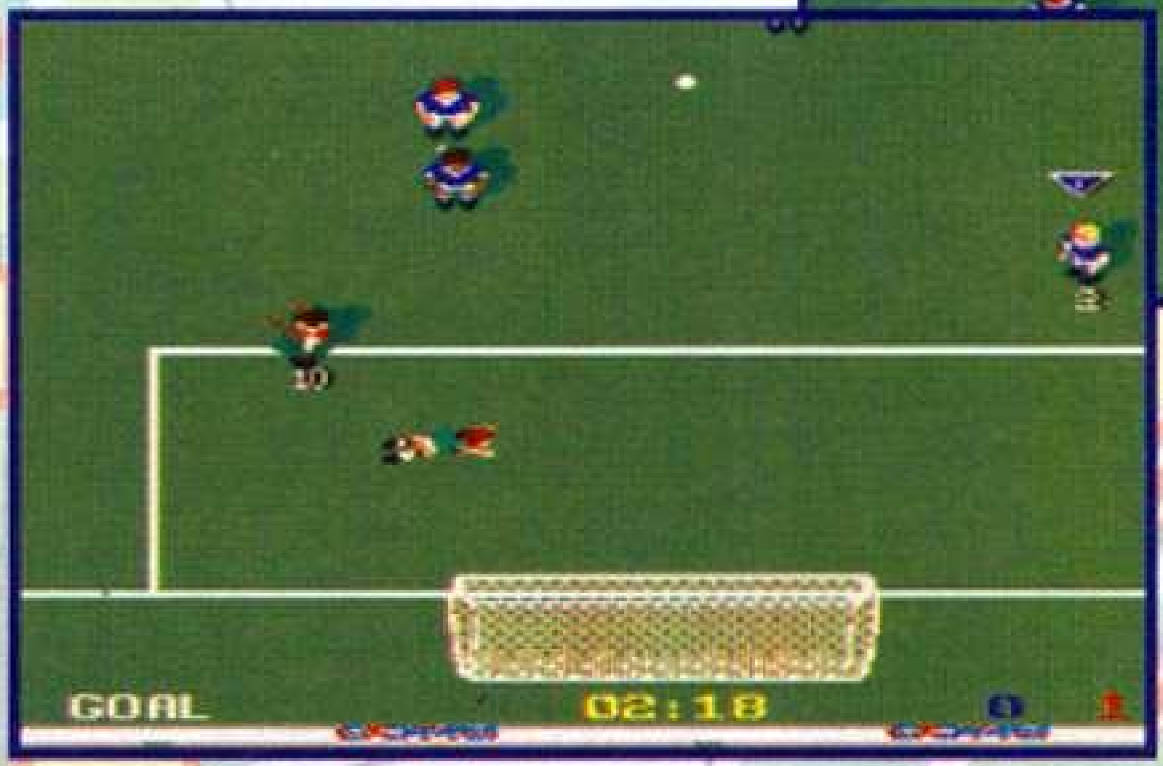
Strips have always aroused football controversy. Traditional colours, round or v-neck, it's decisions, decisions. And anyone who remembers the ice-blue and maroon 'concoction' of Aston Villa in the early eighties knows the disasters bad kit design may lead to. However, the full range of choices are available in this game for producing fashion effrontery.

Would-be Zandra Rhodes are offered the chance to design their own kits - gross combinations can be yours!



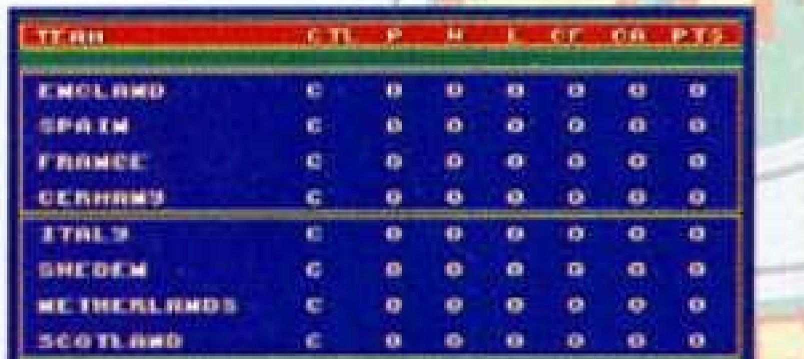
The goalies prove extremely intelligent, and getting the ball past them proves virtually impossible - resulting in loads of goalmouth scrambles.

Occasionally your shots from 25 yards, or those pitched delicately over the goalie's arms are just too good to let go. In that event, simply select the replay option offered after every goal and you can see your magic shots relived. Alternatively, save them to one of five positions for viewing again when you have a few mates round...



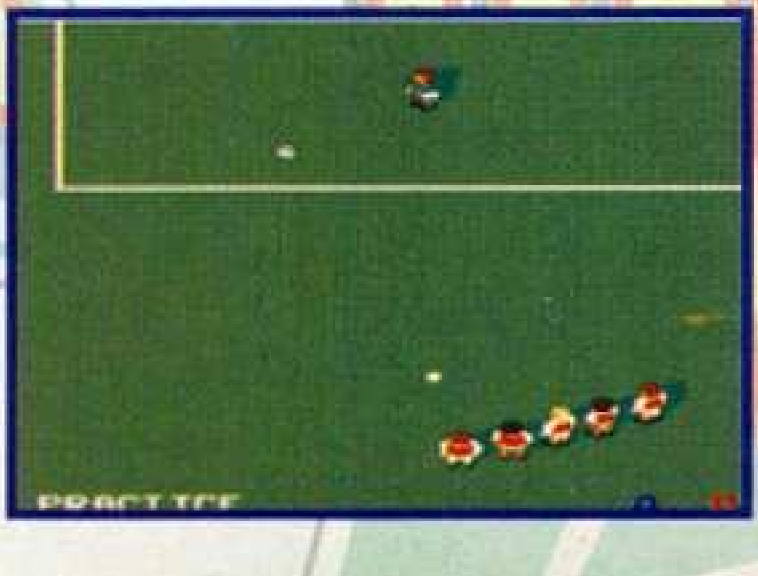
It's there! Running from the left, England slam a goal past Scotland's hopeless goalkeeper.

It's options central! With features galore...



TEAM	CTL	P	W	L	GF	GA	PTS
ENGLAND	C	0	0	0	0	0	0
SPAIN	C	0	0	0	0	0	0
FRANCE	C	0	0	0	0	0	0
GERMANY	C	0	0	0	0	0	0
ITALY	C	0	0	0	0	0	0
SWEDEN	C	0	0	0	0	0	0
NETHERLANDS	C	0	0	0	0	0	0
SCOTLAND	C	0	0	0	0	0	0

It's 'hands on goolies time' as the opposition line up to form a defensive wall.



How To Control The joypad's directional controls move - and there's no real surprises here - the players in the eight possible dribbling directions. In addition, when taking a croner, the pad is used to judge the angle of the kick.

○	PASS	○	CHIP PASS
B	SHOOT	Y	CHIP
L/R	AIM LEFT/RIGHT	S	**START:** PAUSE/REPLAY **SELECT:** NO FUNCTION

How To Play Football has a simple enough objective: place a ball in your opponent's goal and stop him from doing the same to you.

PLAYING THE GAME

EMPLOYING YOUR TACKLE

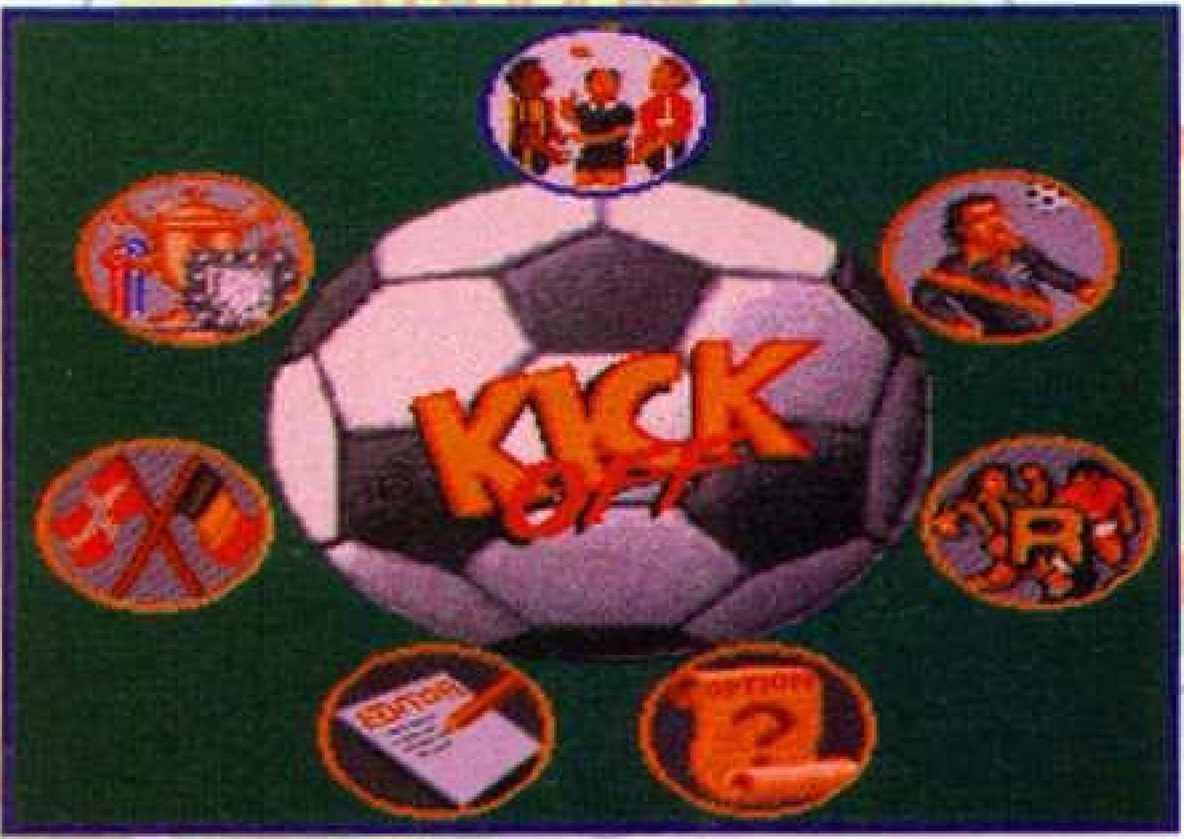
The joypad controls serve multiple functions, depending on whether you possess the ball or not. When you are without the ball, the joypad buttons make your player attempt to intercept the ball with either a header (if it's in the air) or a tackle. A blocking tackle is made to stop an opponent head-on. A sliding tackle comes from any direction and aims to take the ball from under the opponent's feet. Both these are declared fouls if your intention is merely to do a bit of 'hacking', though.

POSSESSION

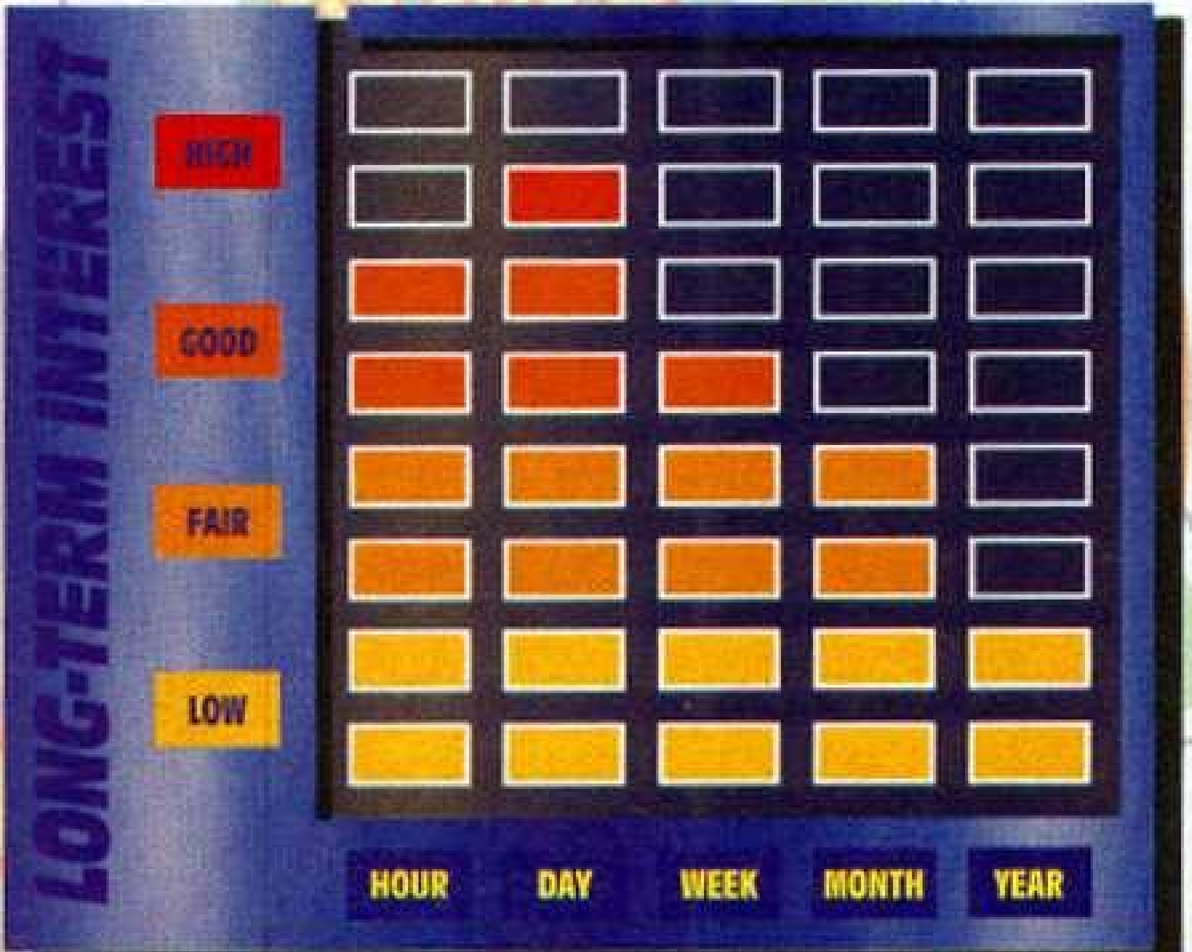
When you are in possession of the ball, the B button shoots the ball in the direction you're running. For passing, use A, as this traps the ball before passing it in the direction the joypad is pressed. The X and Y buttons work like A and B, but chip the ball in the air, passing it over the heads of the other team.

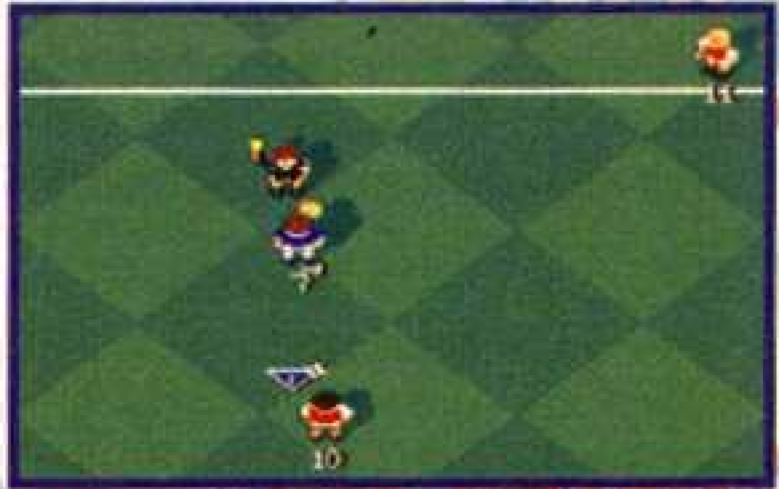
AFTERTOUCH

Basically, aftertouch allows you to bend the path of the ball after you kick it. The way to achieve this feat is by changing the joypad direction immediately after pressing the button. Learning the timing of aftertouch is the key to becoming a Kick Off pro.

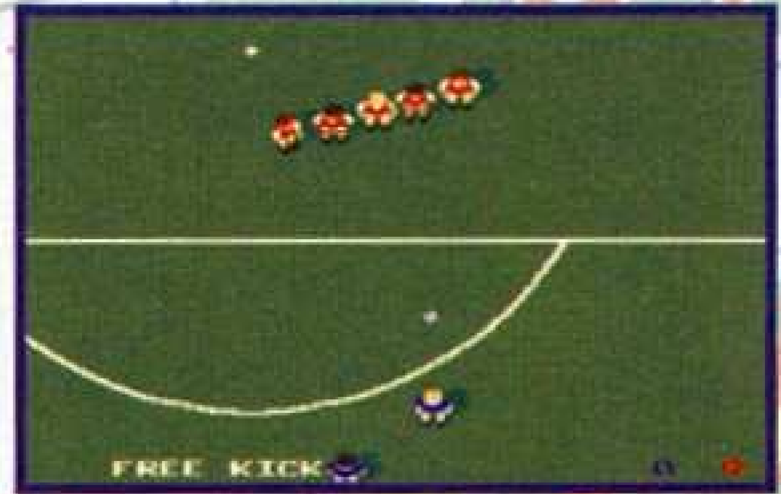


▲ From this starting screen, every aspect of the game is available for tailoring - from the length of the match to the fixtures. It even determines who wins the toss!

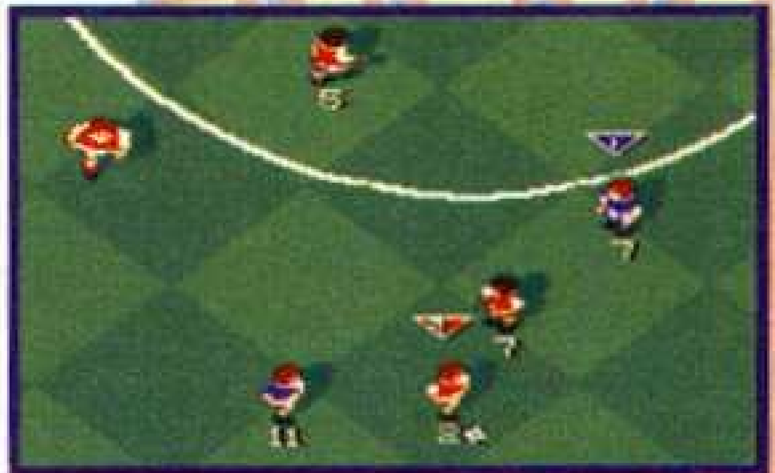




▲ The ever-vigilant Ref is present to wave his red and yellow cards at unruly and dirty players.



▲ Taking a free kick offers the perfect opportunity to practice chipping and swerving the ball.



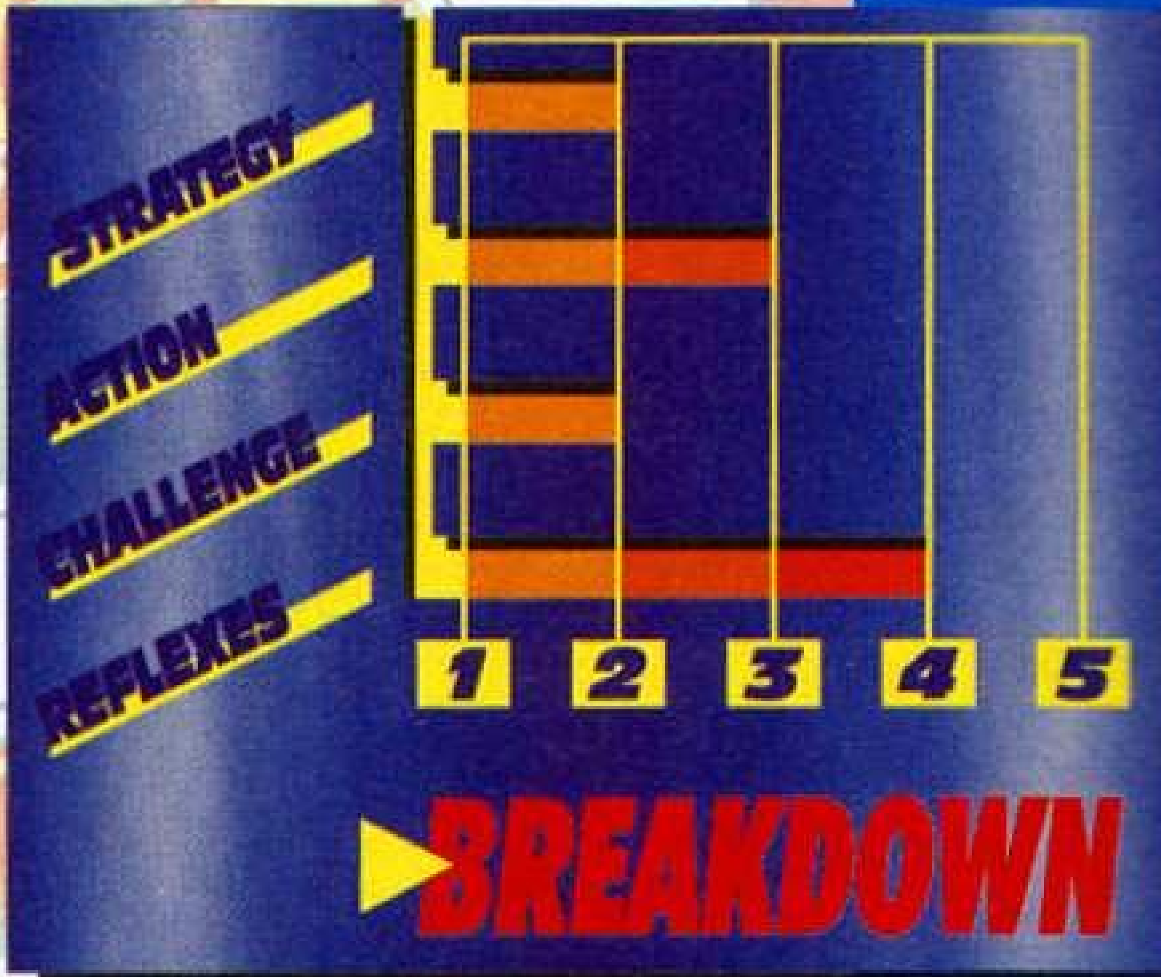
▲ Passing isn't advised during midfield play - welly it upfield, instead!

COMMENT

STEVE

One of my all-time favourite computer games arrives in what should have been its ultimate form, and the result is disappointment. In its original form, Kick Off relied on its playability rather than its aesthetics, and converting this to the considerably more powerful Super NES should have been a doddle. Obviously not. For all its features and options, Super Kick off is lacking in the all-important gameplay stakes. Passing isn't very accurate and such features as aftertouch and chips are still there, but in such a hit-and-miss way that they are all but wasted. As football sims go, this is far from realistic. Had it the playability of the original 16-bit computer versions it would have been a classic, but as it stands it's simply adequate. Roll on Sensible Soccer...

RATINGS



PRESENTATION

▲ Stunning! Wall to wall options. Highlights include two different two-player modes and stats editor.

90

GRAPHICS

▼ Not spectacular by any means. Adequate, nothing more.

65

SOUND

▲ The crowd samples are very authentic.
▼ Most of the game is played in silence, and the title music is gross.

67

LASTABILITY

▲ The computer opponents are challenging and the leagues offer a focus for lasting play.
▼ Some may tire quickly of another soccer game that doesn't sparkle.

71

PLAYABILITY

▲ Having a two-player bash offers the challenge of a human opponent.
▼ The feel of football seems to have gone awry in places.

74

OVERALL

A superbly presented, but flawed soccer game which has failed to capture the thrills and spills of its 16-bit forebear.

73

WIN Nintendo WIN

WIN Super Nintendo WIN Super Nintendo
WIN Super Nintendo WIN Super Nintendo
0839 36 39 19

WIN
GAMEBOY
0839 36 39 23

WIN GAMEBOY GAMES

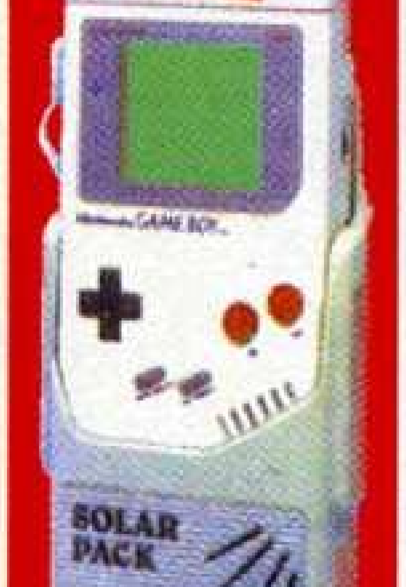
KICKOFF	0839 36 39 25
SPIDERMAN	0839 36 39 26
ROBOCOP	0839 36 39 27
BILL & TED'S EXCELLENT ADVENTURE	0839 36 39 28
FORMULA 1 RACE	0839 36 39 29
HUNT FOR RED OCTOBER	0839 36 39 30
TERMINATOR 2	0839 36 39 31
CHOPLIFTER 2	0839 36 39 32
DR MARIO	0839 36 39 33
WORLD CUP	0839 36 39 34

WIN GAMEBOY ACCESSORIES

ACCESSORIZE

GAME LIGHT
0839 36 39 20

GAME BAG
0839 36 39 21



SOLAR PACK
0839 36 39 22

CARRY CASE
0839 36 39 24

EXCELLENT

WIN NES GAMES

TERMINATOR 2	0839 36 39 35
BATMAN	0839 36 39 36
WORLD CUP	0839 36 39 37
STAR WARS	0839 36 39 38
SUPER MARIO 2	0839 36 39 39
TOP GUN - THE 2ND MISSION	0839 36 39 40
WWF WRESTLING	0839 36 39 41
THE SIMPSONS	0839 36 39 42
CASTLEVANIA	0839 36 39 43
KICK OFF	0839 36 39 44

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SUPER NES

1 PLAYER

8 MEG

ADV GAME

WING
COMMANDER

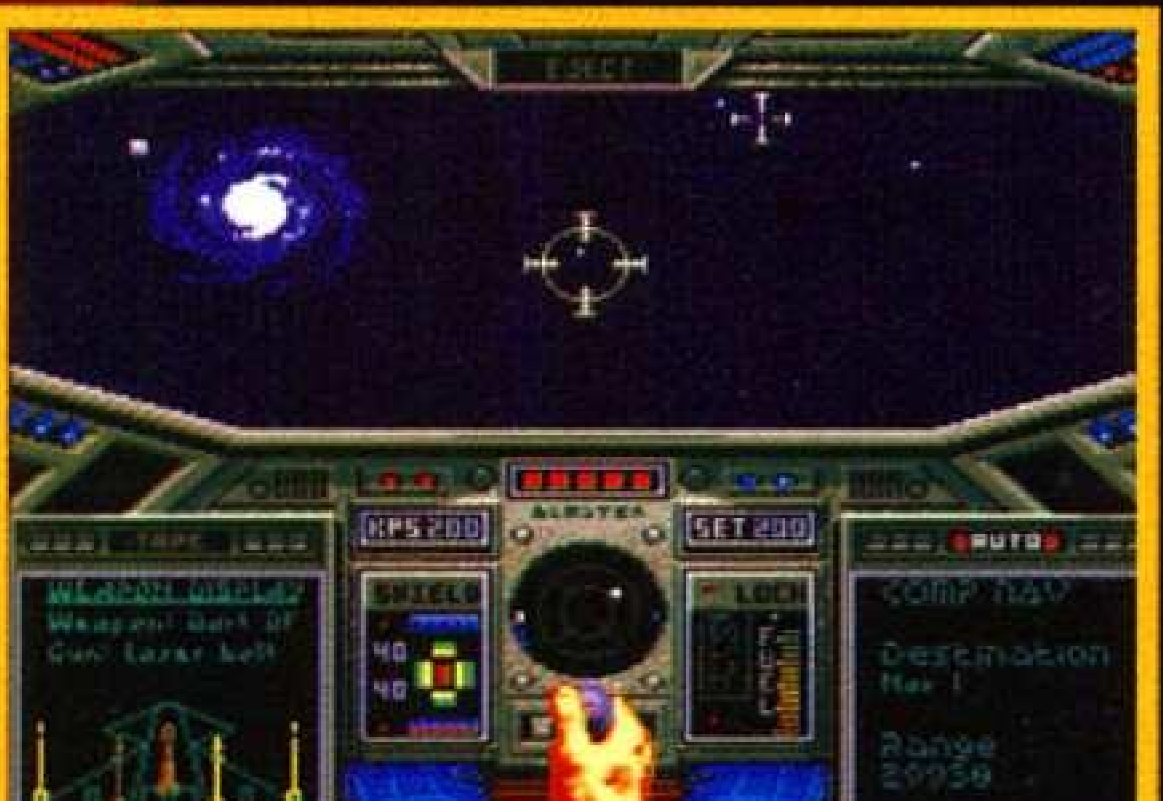
PRICE:TBA
BY:MINDSCAPE

WING CON

RELEASE
FEBRUARY
CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
PASSWORD SYSTEM
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY SCORE
COMPLETE FIRST MISSION
ORIGIN
A massive hit on the PC, Wing Commander is a space combat game that draws most of its inspiration from David Braben and Ian Bell's Elite.

The story so far: by the 27th century the war between Earth and the feline Kilrathi had reached a critical point. As the two colonies spread through the galaxy in search of planets for colonisation, much inter-galactic treading of toes soon sparked into war, and battle lines were drawn between key planets, including the all-important Vega system.

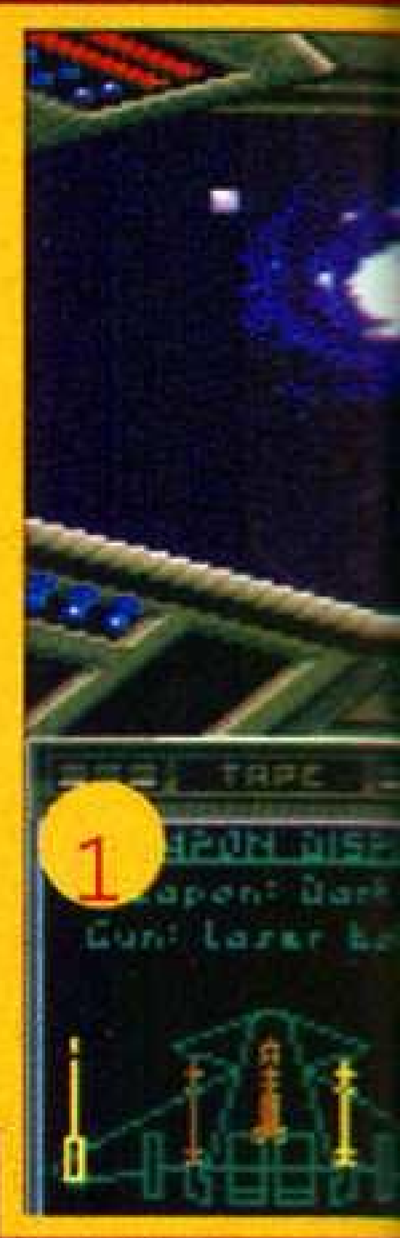
As a new recruit to the Vega system's Space Corp the player embarks on a series of missions through Kilrathi territory, and these involve running the gauntlet of Kilrathi ships in a series of 3D space scenes - and engaging in battle where necessary. As your experience grows, the missions get progressively more daring with the ultimate aim being to put the mockers on the Kilrathi's quest for ultimate power - after all, the galaxy was never meant to be ruled by creatures with fishy breath, was it?



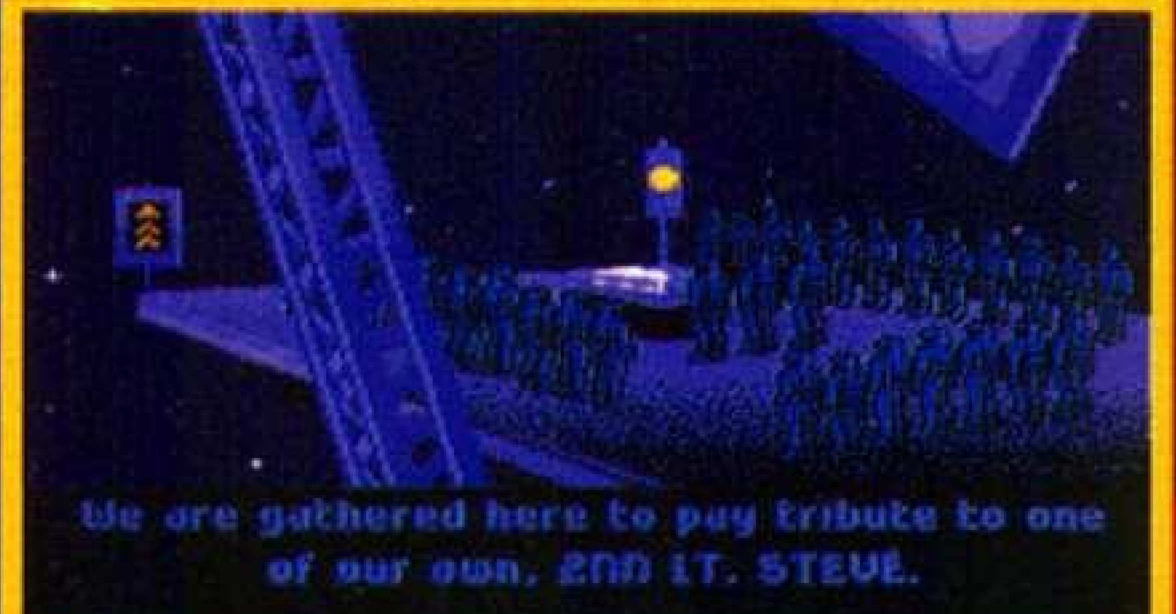
Everything a budding Buck Rogers could want is available within the cockpit of their ship. Here's the Haines Manual's guide to what's what in a Wing Commander's vessel:

1 WEAPONS INFO: Details what armaments the player's ship is holding, and its general status.

2 SHIELD INDICATOR: Represents each of the four shields which protect the front, back and sides of the ships. As the player concedes hits, these are reduced slightly and when all four have been fully depleted



▼ Oops. Whenever the player comes a cropper, they get a decent send-off if nothing else.



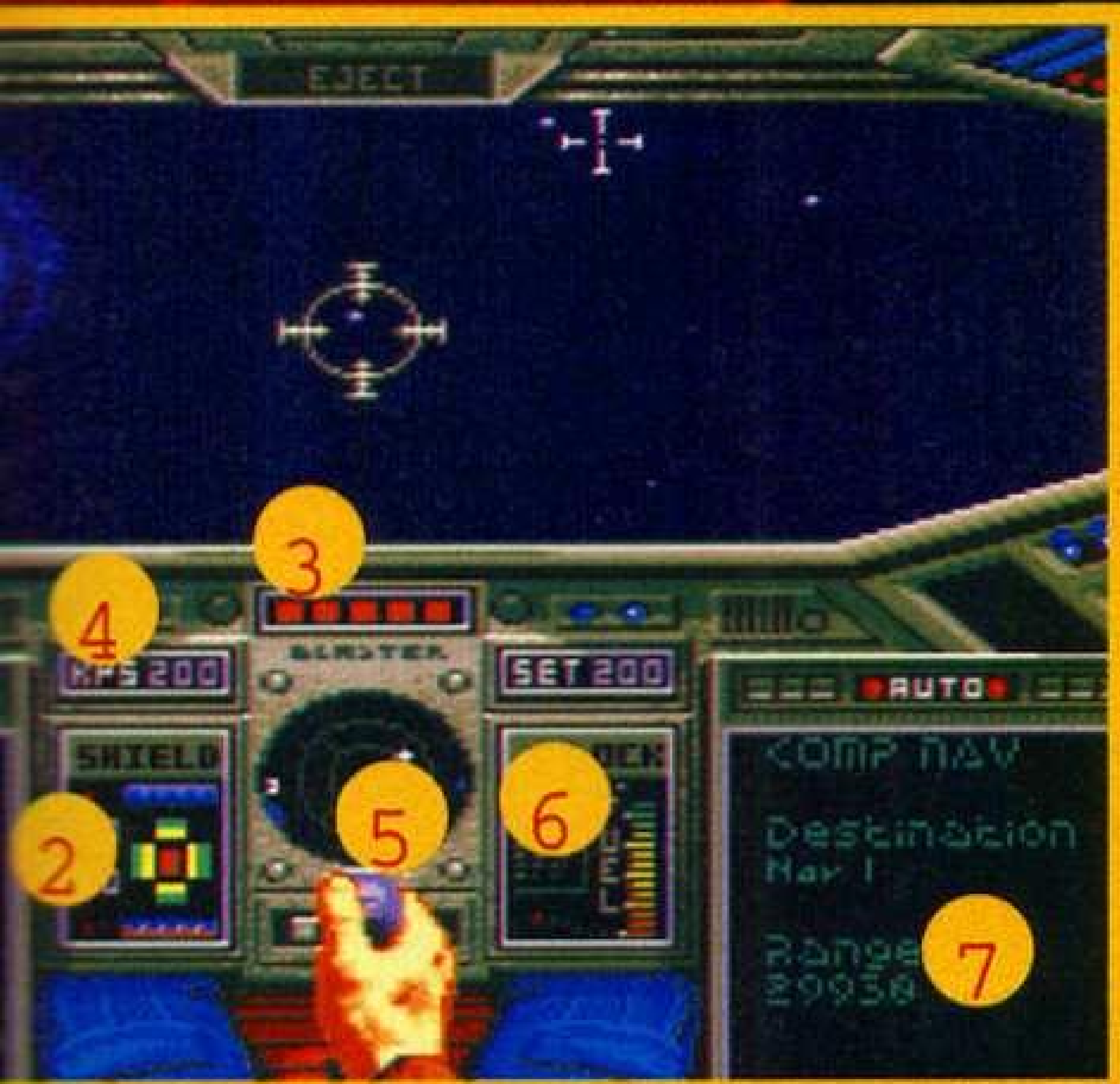
We are gathered here to pay tribute to one of our own. 2ND LT. STEVE.

How To Control Whilst on the space station, the pad is used to guide the cursor from location to location. However, when in space, the joypad's controls are used to pilot the ship.

A	FIRE MISSILE
X	SUMMON MAP
B	FIRE CANNONS
Y	ENGAGE THRUSTERS
L/R	NO FUNCTION
S	**START:** PAUSE **SELECT:** NO FUNCTION

How To Play With two pilots to assist, the basic aim of Wing Commander is to engage the Kilrathi enemy in battle and secure a series of battle zones. The player's ship withstands a number of hits, but only one life is given - although it is possible to continue from the start of the last mission thanks to a password system.

MANDER



3 LASER POWER: Although there's an infinite supply of laser fire available, the guns tend to overheat when used constantly, reducing their effectiveness. During battle it is wise to take time off to replenish these before returning for another attack.

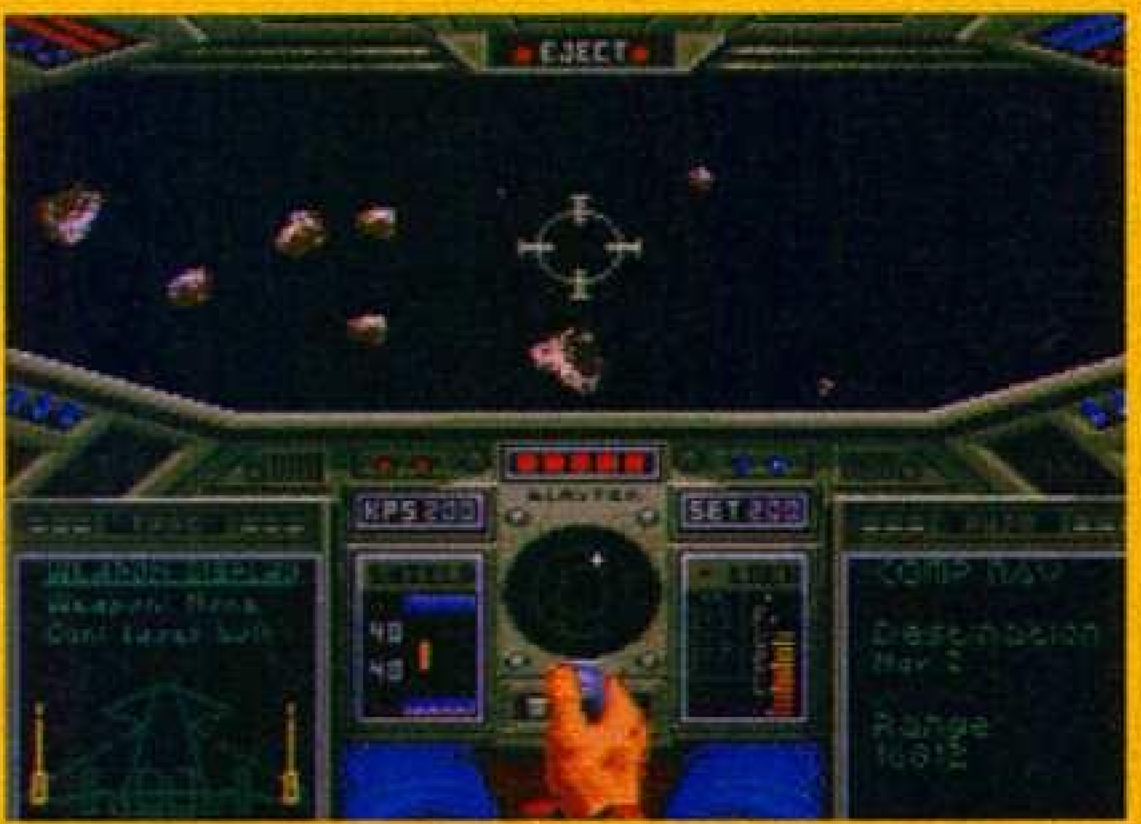
4 SPEEDO: Keeps a track on acceleration - the average speed is 200KPH.

5 TRACKING DEVICE: Allows the player to plot a course to the required zone (using an on-screen cross-hair as a secondary marker), and also keeps track of the position of attacking Kilrathi ships during battle.

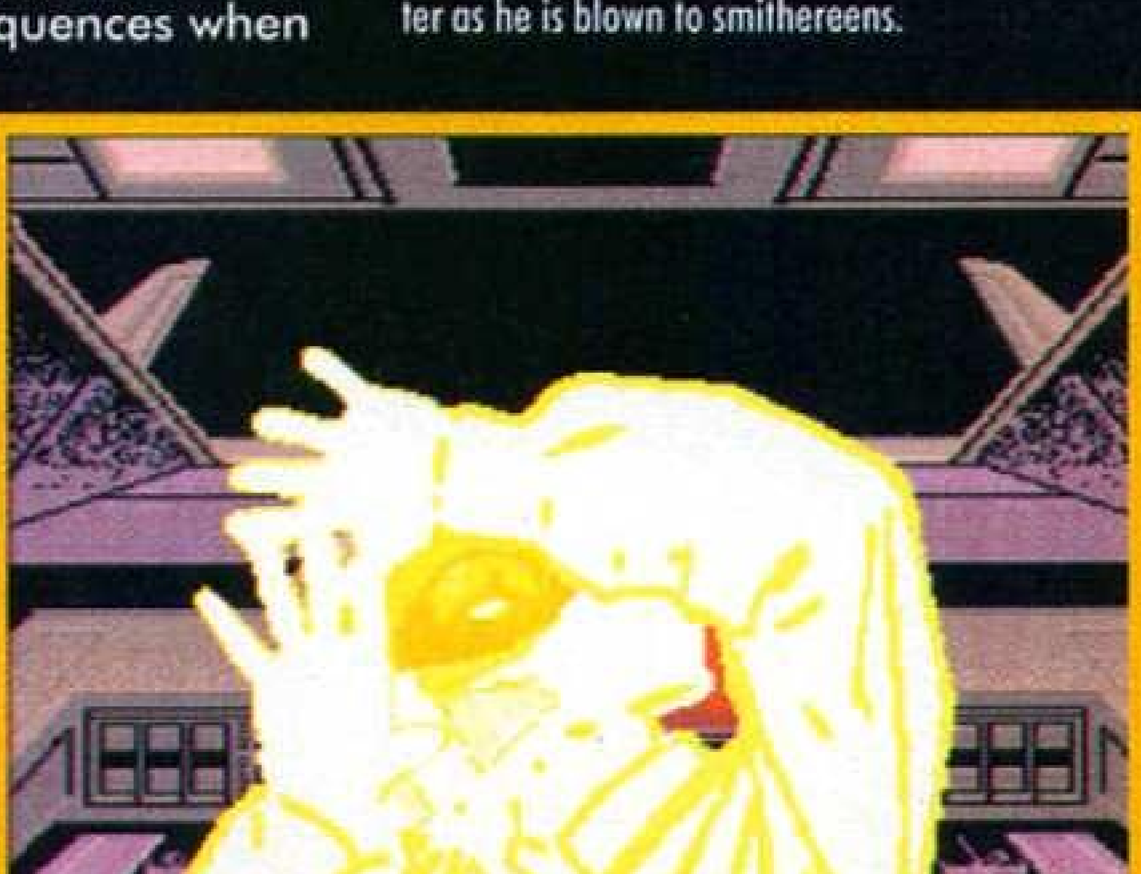
6 FUEL GAUGE: Keep an eye on this as too much use of the thrusters guzzles fuel rapidly.

7 SHIP'S COMPUTER: Virtually every other piece of info you'll ever need is displayed here, including messages from your two companions, the distance to the next checkpoint and info on the Kilrathi fleets.

▼ Hitting an asteroid results in instant death - keep moving at all times.

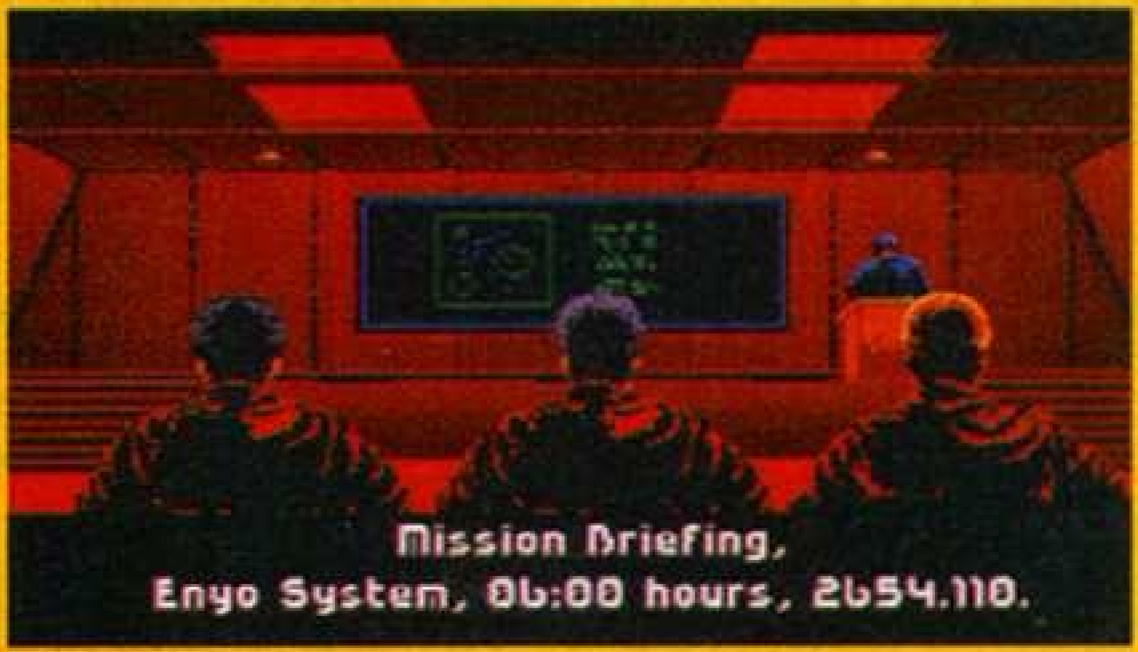


▼ Aiiiieeeeee! Whenever too many hits are conceded, or if an asteroid hits the ship, you are treated to the spectacular death of your character as he is blown to smithereens.

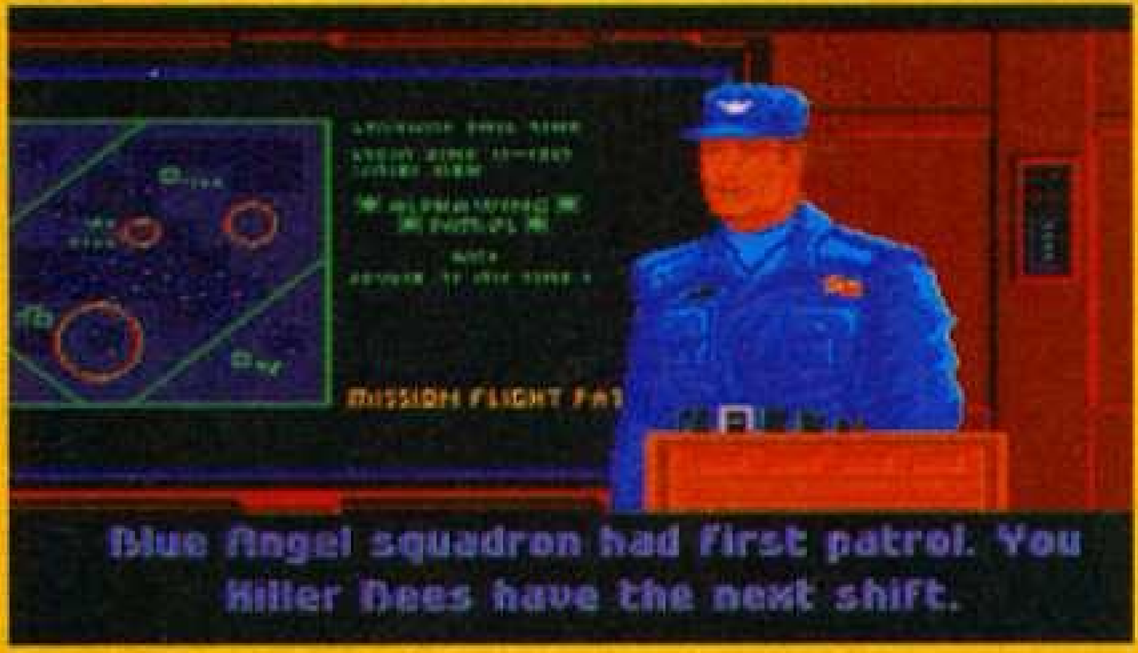


SETTING THE SCENE

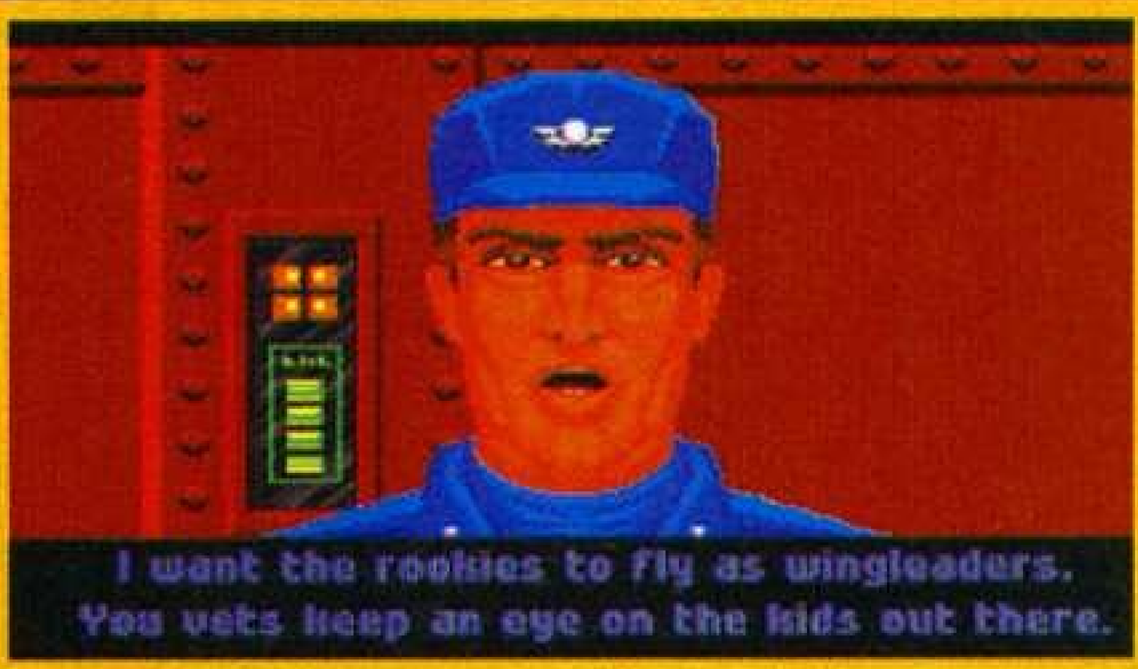
The original aim with Wing Commander was to produce an 'interactive movie' - ie a playable game which combined both stunning graphics and gameplay whilst adding animated sequences when detailing, say, the mission briefing. Each mission opens with your Group Leader detailing the plans for the forthcoming battle. Using maps, he points out the main objectives set and warns of any major dangers. From here, the screen switches to one showing the eager pilots hot-footing it to their ship before completing prelaunch checks and eventually launching into space. In addition, successful missions show the pilot returning to a hero's welcome or, if they are killed in action, a funeral scene marks their failure.



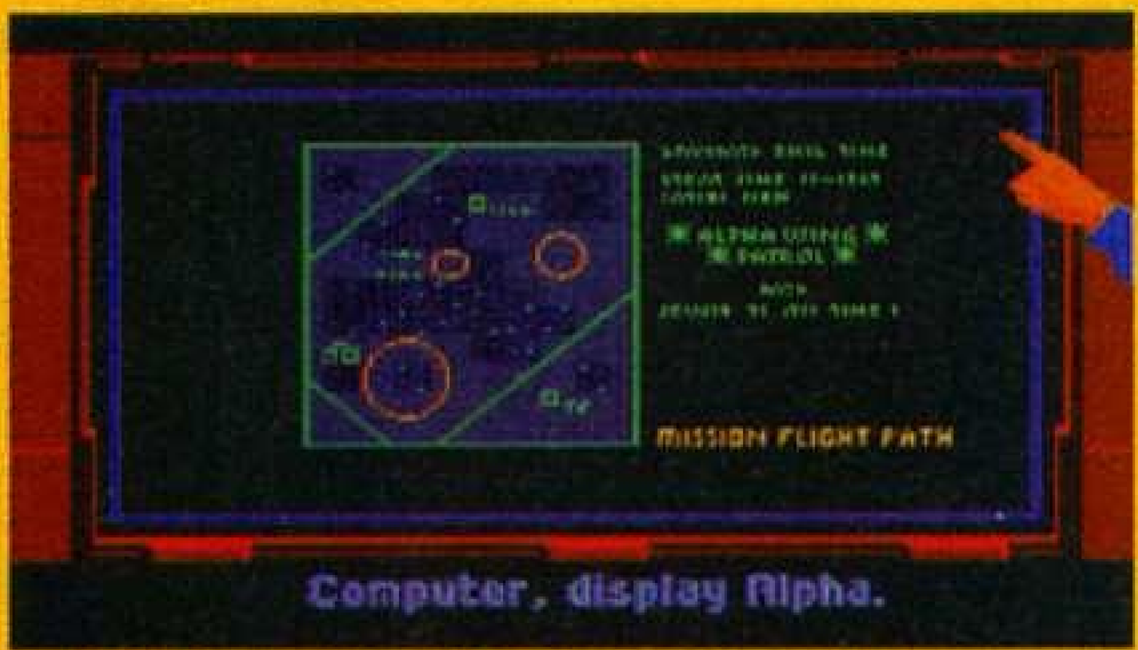
Mission Briefing,
Enyo System, 06:00 hours, 2654.110.



Blue Angel squadron had first patrol. You Killer Bees have the next shift.



I want the rookies to fly as wingleaders. You vets keep an eye on the kids out there.



Computer, display Alpha.

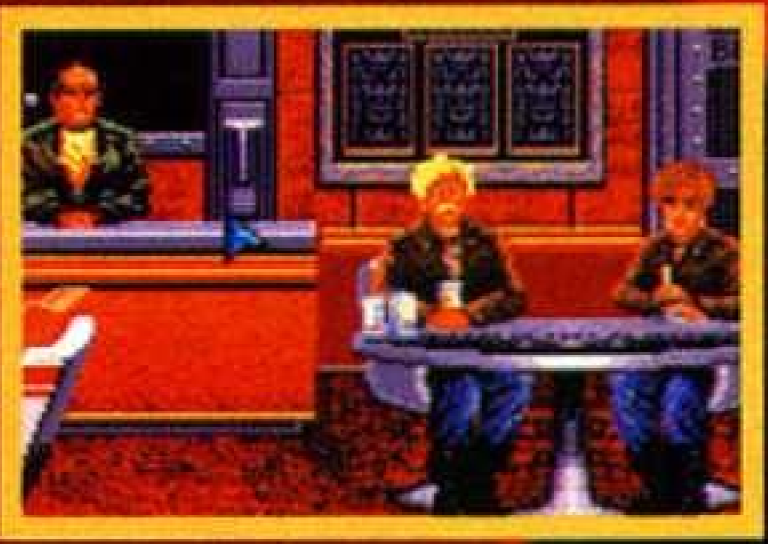
BATTLE STATIONS

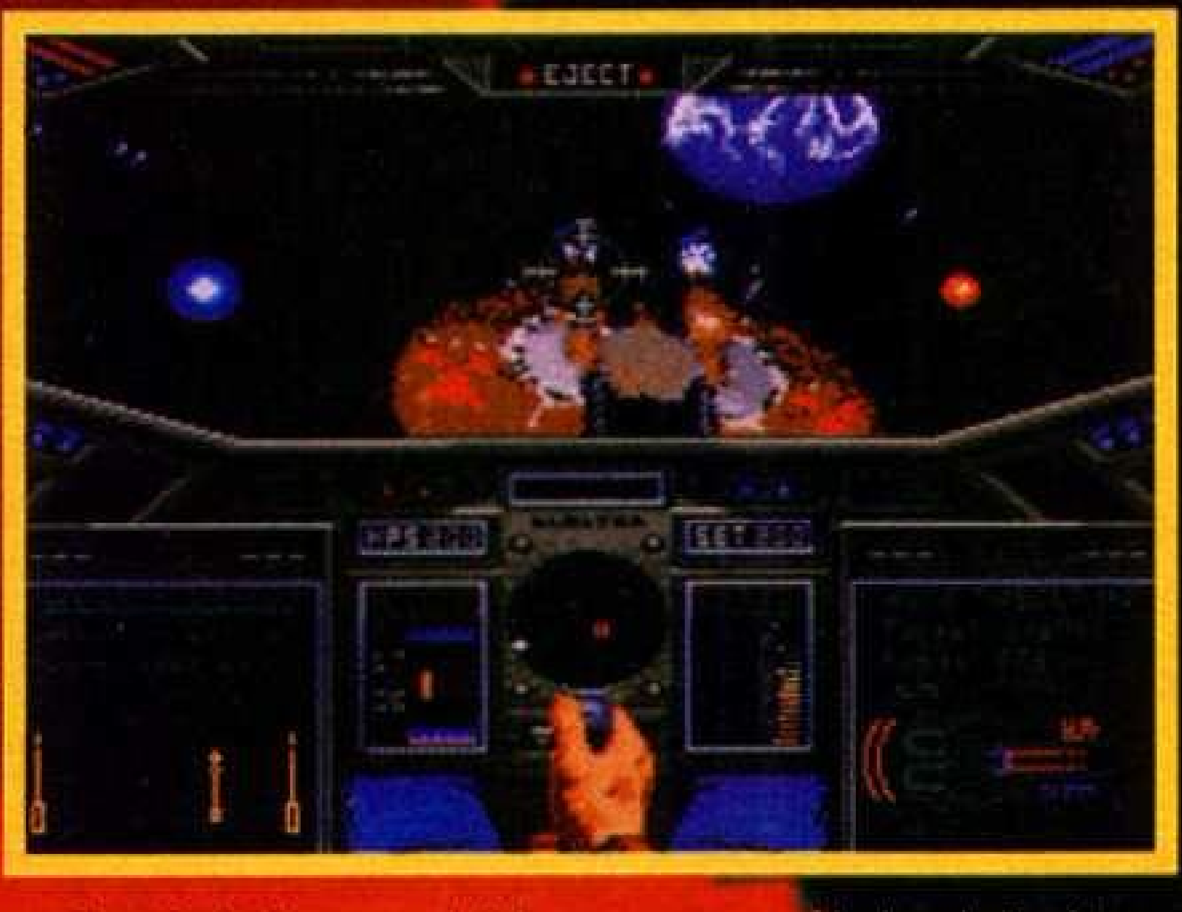
With two buddies flanking the player's ship, engaging the Kilrathi is where the real fun begins. Whilst travelling to a check point, reports appear regarding the proximity of the enemy ships. However, each pilot has been warned not to open fire, but as soon as the spacebound Cats let rip, it's time to reduce them to intergalactic kitty litter. Each ship is armed with a pulse laser and three missiles, and these are replenished whenever the player returns to base. From intelligence reports, it has been noted that Kilrathi fighters may withstand up to seven laser hits or 1.4 missile strikes. Similarly, the player's ship is protected by a shield system, and these are whittled away by constant hits - or direct contact with one of the many asteroids littering the system. The Kilrathi attack in squads of three or four, and progress may only resume when they have been eradicated.

REVIEW

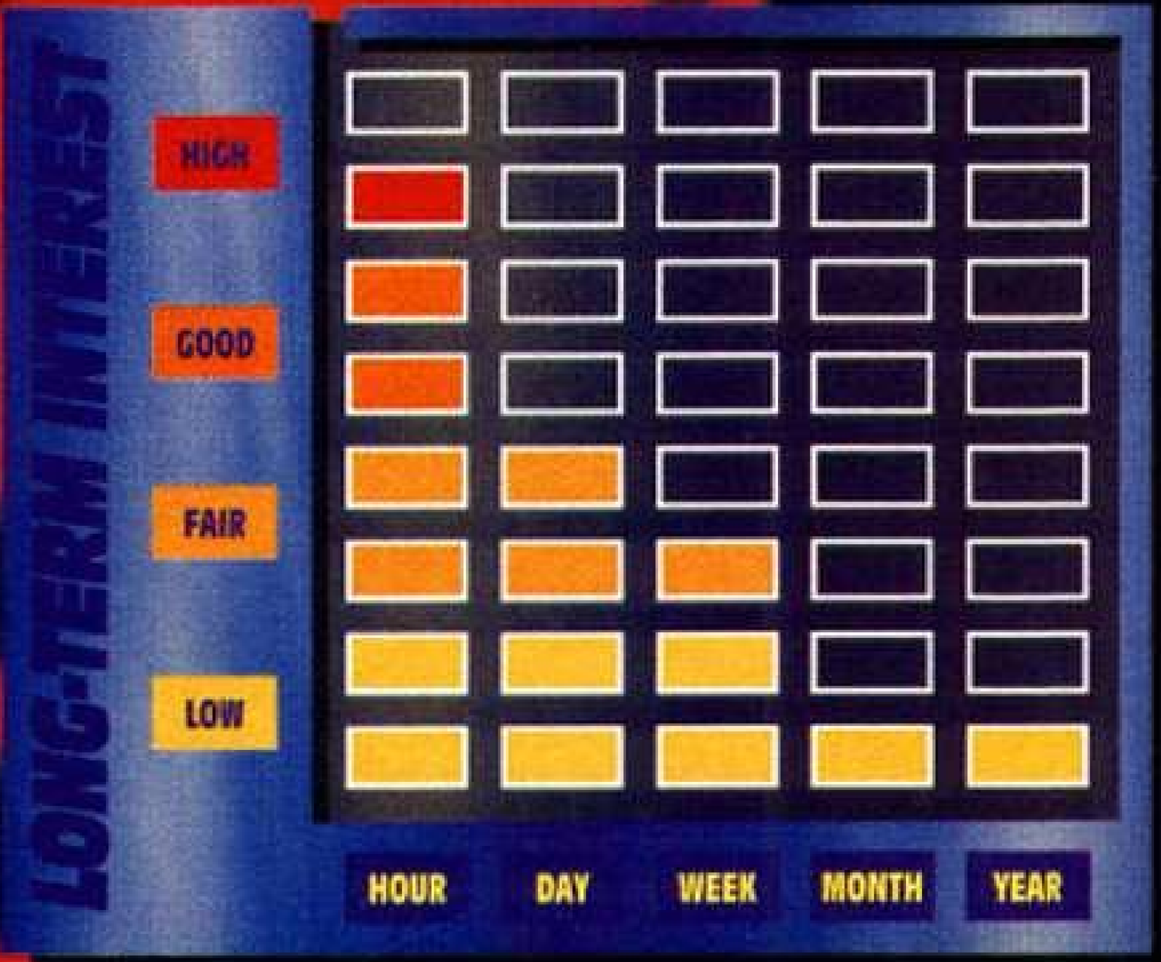
HEY, BAR STEWARD

All good pilots should spend time in the space station's bar, as it gives them a chance to pick up handy hints on the Kilrathi's attack patterns from the old soaks who drink there. It also features a coin-op based on past Kilrathi kills to hone those dog-fighting skills and an exit to the barracks. Using an icon to pan across the bar, text messages appear at the bottom of the screen when it touches someone or something of interest. Simply clicking on the required area switches to the chosen person or feature, with the barracks leading off to the mission briefings.





▲ The Kilrathi ships seem slightly more manouevrable than the Earth's fleet, but as missions are completed better facilities become available. There are four Earth ships in all, each of which boasts better combinations of speed, weaponry and the like. Speed is important when making a fast get away, but shields play a larger part in the action as the Kilrathi are particularly accurate with their targeting.



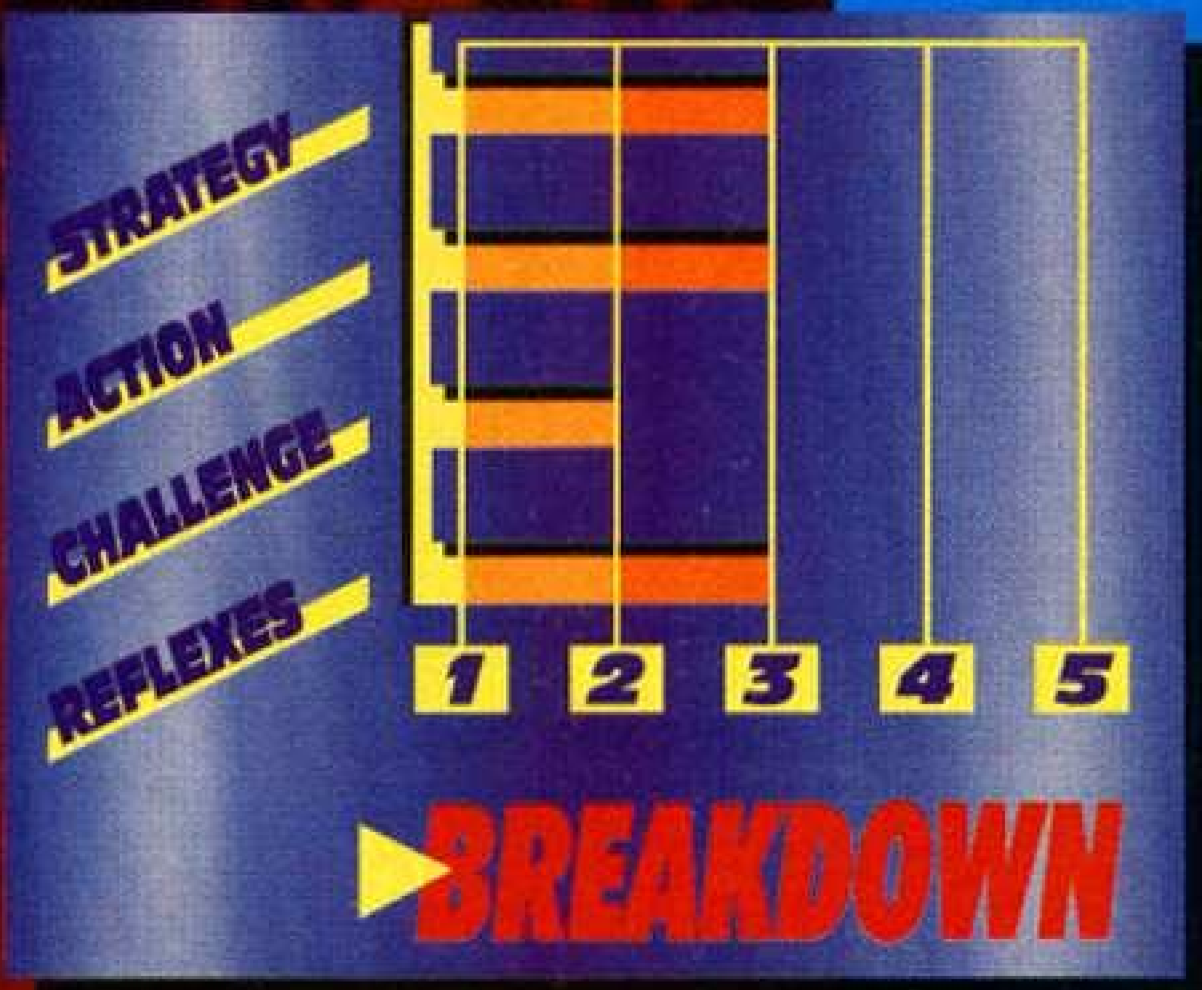
COMMENT

Whilst the general idea of adding cartoon-style animation to something like Elite brings visions of interacting with dozens of alien species and superb dog-fighting space battles, in reality Wing Commander offers a lot less. Granted, the intermission screens are very impressive, but after a while they prove tedious and its time to get to grips with killing the Kilrathi - and that's where the problems start. Exploring unchartered space is all well and good provided there's enough to keep the player interested, but wave after wave of battle and asteroid sequences just prove dull and take the edge off the main objectives. What's more, the missions are too linear, with the same things thrown at the player in slightly varying order and this means there's no chance of a little moonlighting or aggravating the Kilrathi fleets. I can appreciate that there are technical limitations as to just how much the Super NES could handle, and that the dream of an interactive Elite is probably pie in the sky, but Wing Commander tries to bridge such a gap and falls hopelessly short. As far as 'interactive movies' go, this is most definitely the cartoon before the main feature.

COMMENT

The problem with cartoon-style intermission sequences is that they're great to watch but get really tedious. Let's face it, playing games is all about action, not watching pretty graphics. The other thing is that they take up lots of RAM that would be better used with more exciting graphics, extra missions and more variety. And to be honest, Wing Commander could have done with some of that. The basic idea behind the game is sound - the problem is that it's not varied enough. The combat sequences are limited and samey and the jerky 3D graphics don't convey much feeling of speed or excitement. Wing Commander might be okay for a PC, but console owners want more that just a simple 3D blaster with lots of presentation frills.

RATINGS



PRESENTATION

94

▲ Mindscape set out to create a movie style atmosphere, and they certainly succeeded...
▼ ...even so, though, it's fortunate the animations may be bypassed as they soon prove dull.

GRAPHICS

81

▲ The intermission screens are impressive, but still seem to resemble NES graphics.
▼ The in-game graphics are surprisingly disappointing. The sprites lack definition and the update is jerky and annoying.

SOUND

74

▲ A good military tattoo thumps along during the battle scenes, adding to the atmosphere.
▼ The battle effects themselves are a little weedy.

PLAYABILITY

68

▲ Dog-fighting is a fun enough pastime...
▼ ...but prolonged play proves to be extremely repetitive and ultimately dull.

LASTABILITY

58

▲ Initially, the compulsion to explore is great as there seems to be a massive universe to explore...
▼ ...but in fact, the missions are all very similar and short-lived.

OVERALL

Wing Commander strives to be the first Super NES 'interactive movie' but it ultimately fails because there's too much emphasis on the presentation and not enough on its gameplay.

62

In the beginning
there was Void

NINTENDO REVIEW

2 PLAYER

2 MEG

PLT GAME

OPTIONS
SCORES
ROD LAND
FEATURING RIT AND TAM
PRESS START TO PLAY
JALECO

PRICE:TBA
BY:STORM

RELEASE
TBA

CONTROL
1 OR 2 JOYPADS

GAME DIFFICULTY
MEDIUM

CONTINUES
1

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
160,000

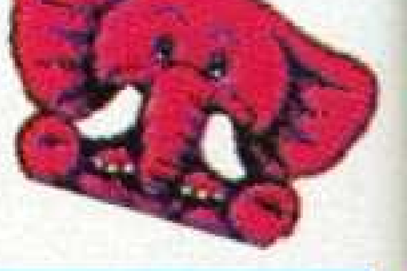
ORIGIN
Rodland was originally a Jaleco coin-op which was released in 1990.

ROD

All is not well in the land of Rod. Indeed, how can it be when a mother is separated from her children? Such is the fate of poor orphans Rit and Tam, whose mother has recently disappeared. But chin up! It's not all that bad. She's not dead or anything as terminal as that - she's just being held captive at the top of Maboot's Tower.

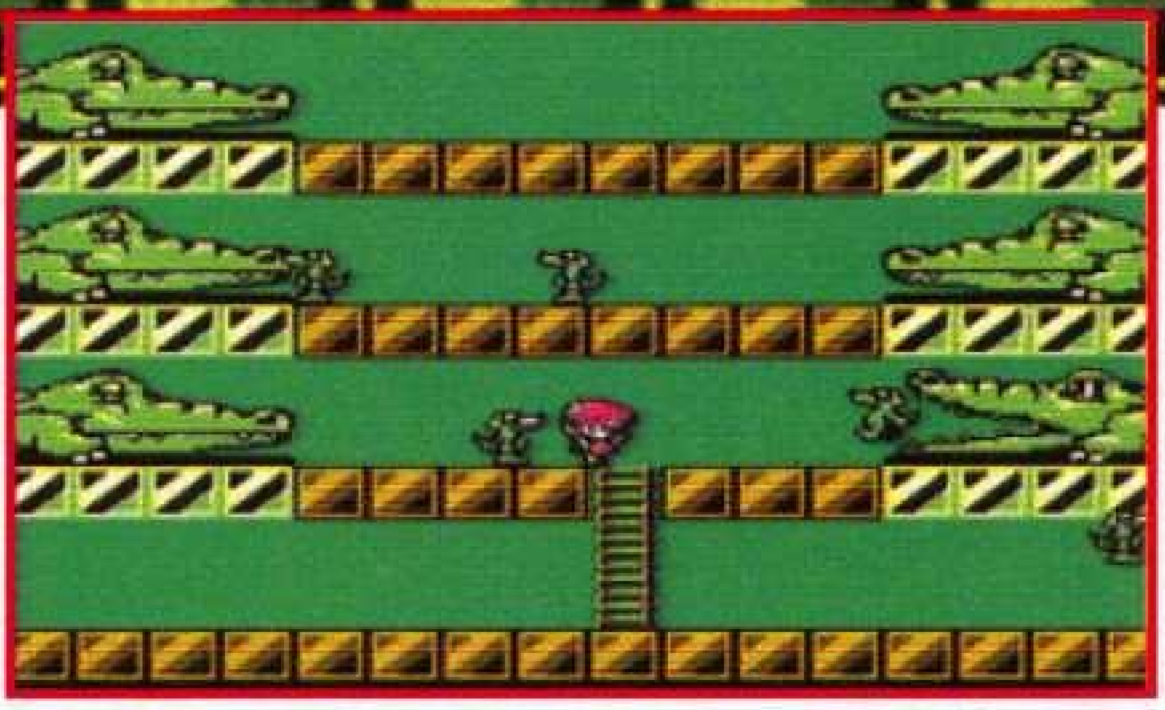
The task now in hand for the two delinquents is to rescue Mater by staging a daring raid on her prison. The way to this secure holding place is fraught with danger. It means travelling through some of the worst areas of Rod - areas where monsters roam freely. Eeek!

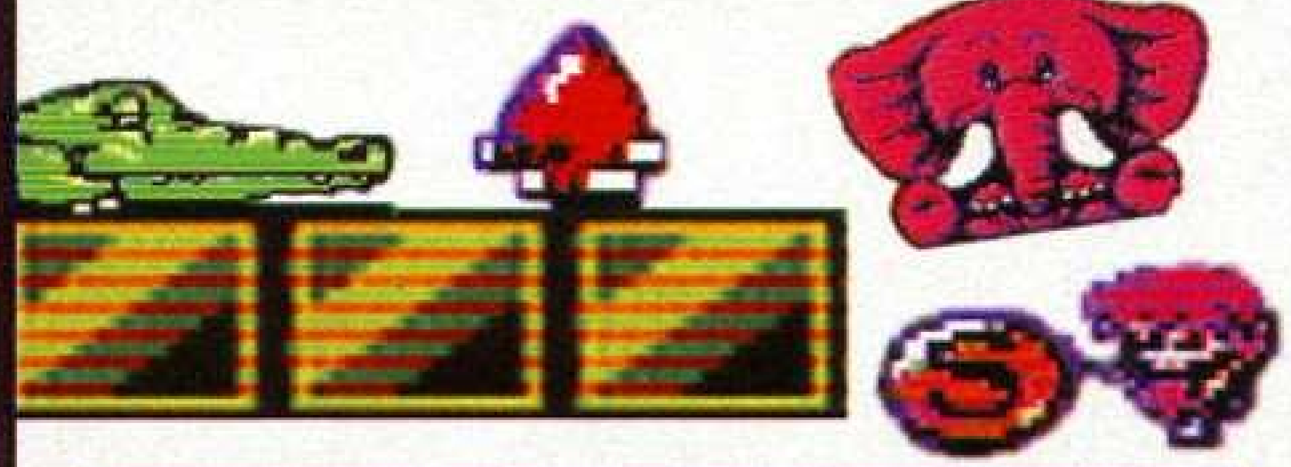
How lucky then, that Mom taught her little ones in the ways of Rod Magic, which they now use to knock seven colours out of such monsters. The vast majority of the monsters are easily destroyed by a rod-bashing, but they are just the capitalist lackeys of Maboot, and larger guardians prove more of a problem.

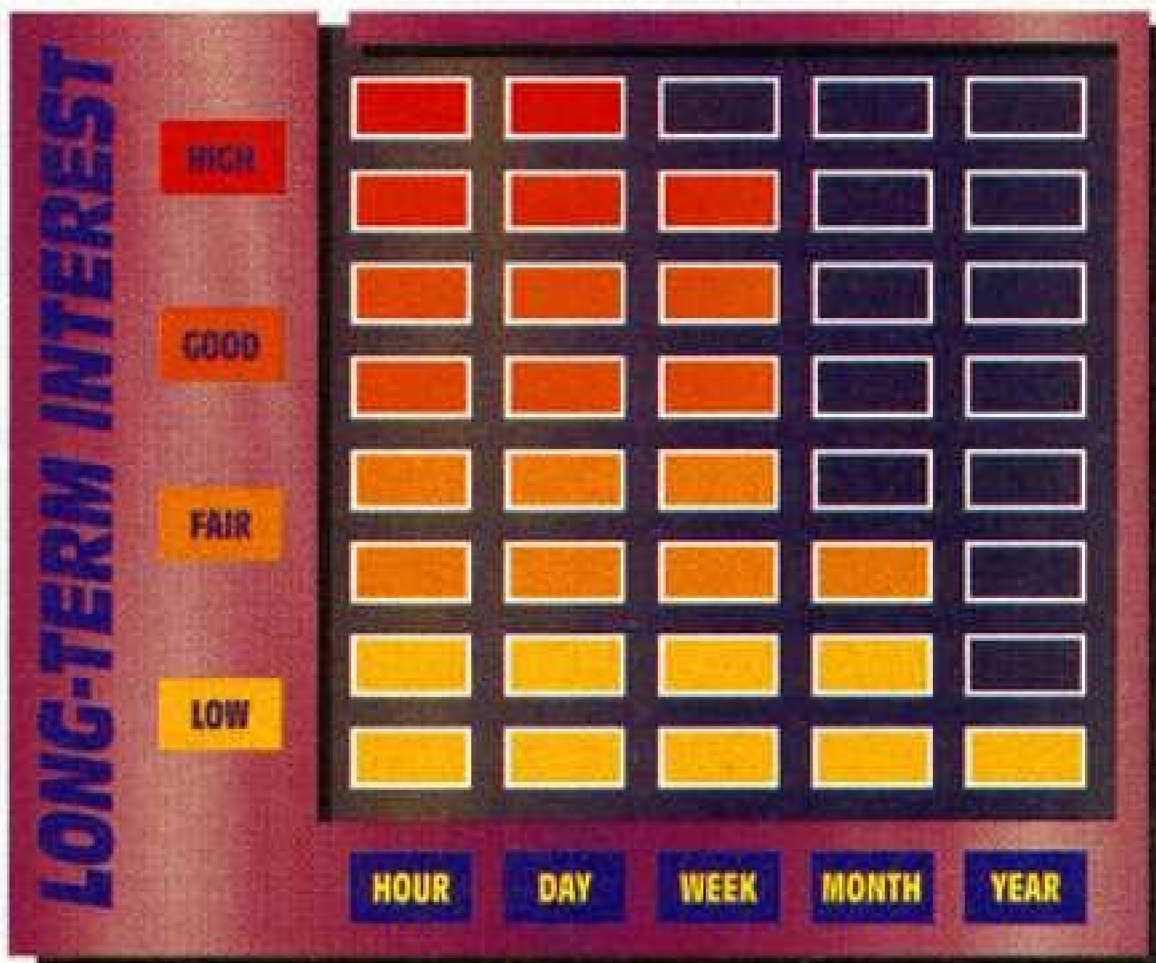


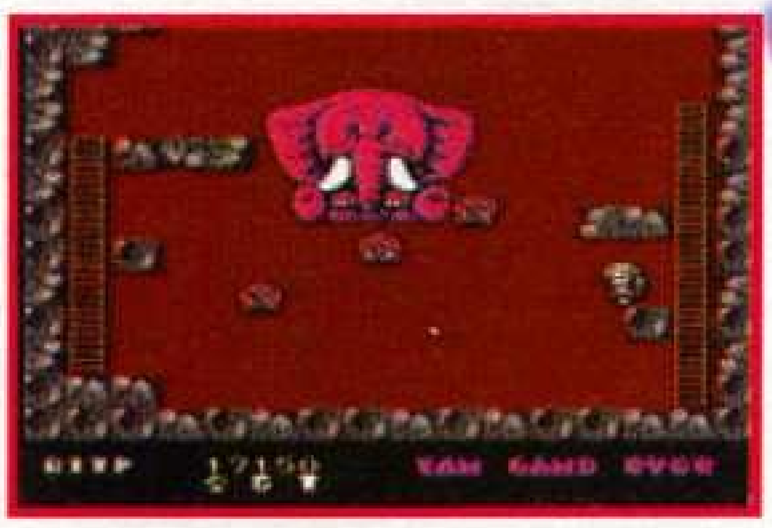
99 ROD BALLOONS

Drifting around the backdrops of Rod are some gaily coloured balloons. Rit and Tam, being pint-sized, climb onto the ascendant objects and use them as transport. But the two kids have found an alternative use for their balloons... By using the rods magic they puncture the gaseous spheres and send them catapulting around the screen, knocking their enemies asunder.









COMMENT

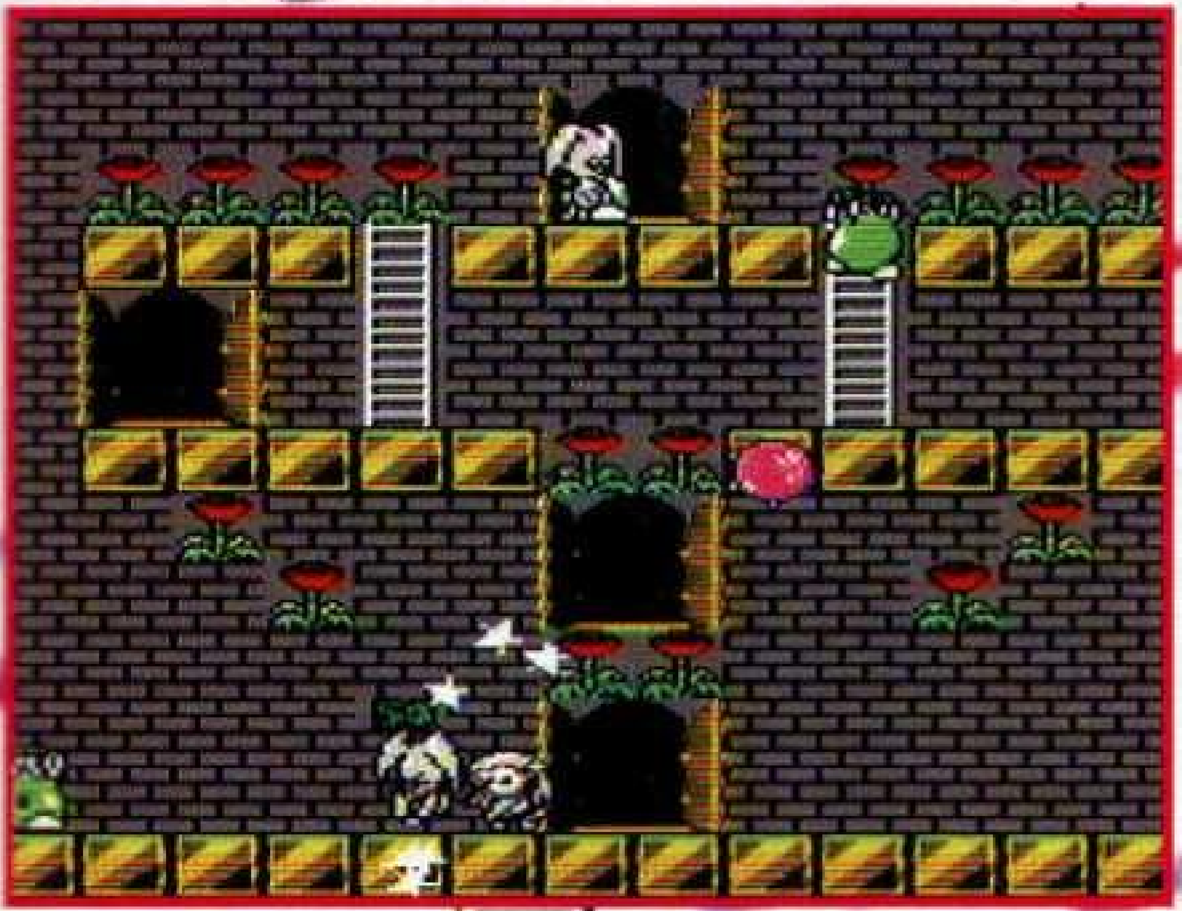
JAZ

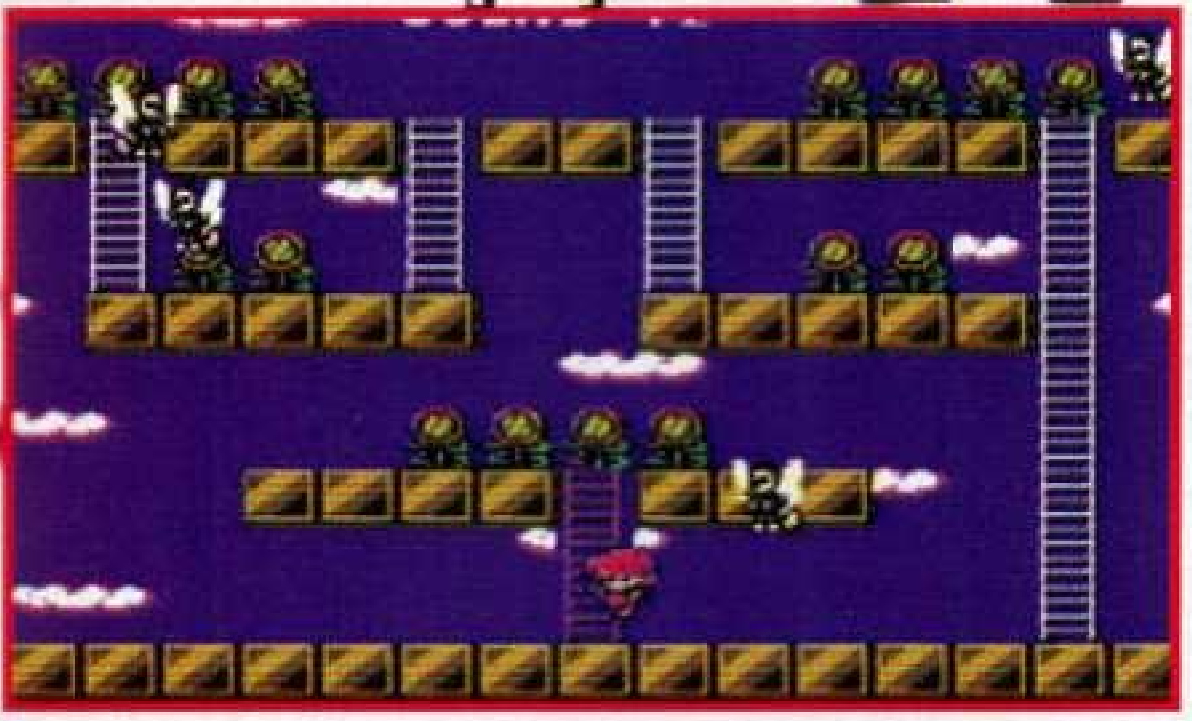
I only ever played the original coin-op once at an arcade show a couple of years ago, but enjoyed the experience. This NES conversion hasn't the cute graphics and neat sound of the arcade machine, but it does have the same gameplay - which is both a good and bad thing. Good, because it's easy to get into and provides plenty of fun in the short-term, but bad because the rather repetitive nature of the gameplay means it gets dull after a while. My main gripe is the rather uneven difficulty level which has you whizzing through screens and screens with ease but then getting stuck on the rather tough bosses. Other than that, Rodland is a simple, but fun game which should appeal to those who love Bubble Bobble, Rainbow Islands and other games of that ilk.

LADDER LOWDOWN

Both Tam and Rit carry building site ladders around in their pockets. This anti-social habit has caused them anatomical problems in the past, but now it is proving fiendishly useful. Banish those platform-reaching problems by pulling the builder's utility out your pocket and climb, climb, climb. This amazing way of going up or down is accessed by moving the joypad up or down and pressing B. The ladder remains in one place until you lay another.

.LAND





▲ Rodland action

How To Conttrol Move your selected player in the customary fashion with the Joypad. Jumping and Rod wielding courtesy of the A and B buttons.

A	JUMP
B	FIRE/CREATE LADDER
S	**SELECT:** NO FUNCTION
S	**START:** PAUSE

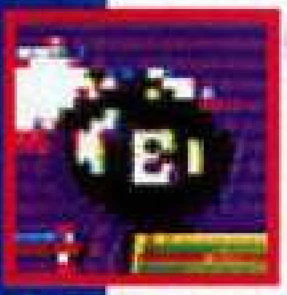
How To Play Guide Rit or Tam around the platform levels using magic on the enemies and collect the bonuses.

SHOW US YOUR WEAPON!

The rod is not the only weapon you have to wave in front of your adversaries, oh no. Sometimes when enemies die they are careless and leave behind a token. If you are smart enough to touch it, its power is unleashed. Here are the many mystic icons:

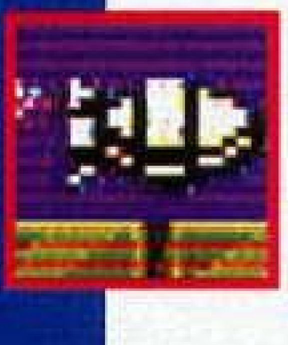
BOMB

The bomb explodes with a fierce blast. Luckily Rit and Tam are immune, but no such protection aids the scumbags.



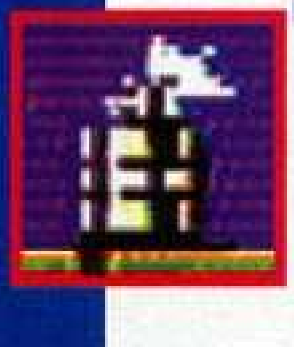
MISSILE

The SS-20 of Rodland is a fully guidable missile that takes out any creatures it meets. When touched, it flies in the opposite direction. Jump on it to send it skywards.



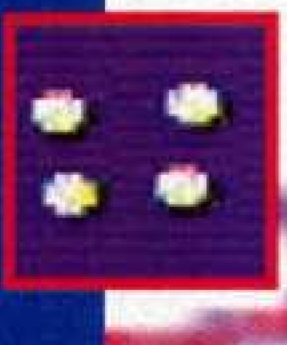
DYNABLAST

Sticks of dynamite. Ignite them and a double blast spreads out in both horizontal directions, clearing that level.



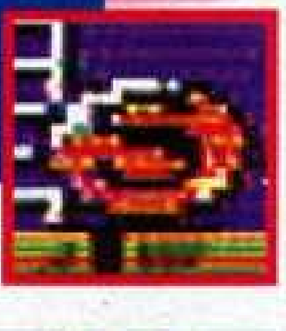
FOUR-SHOT

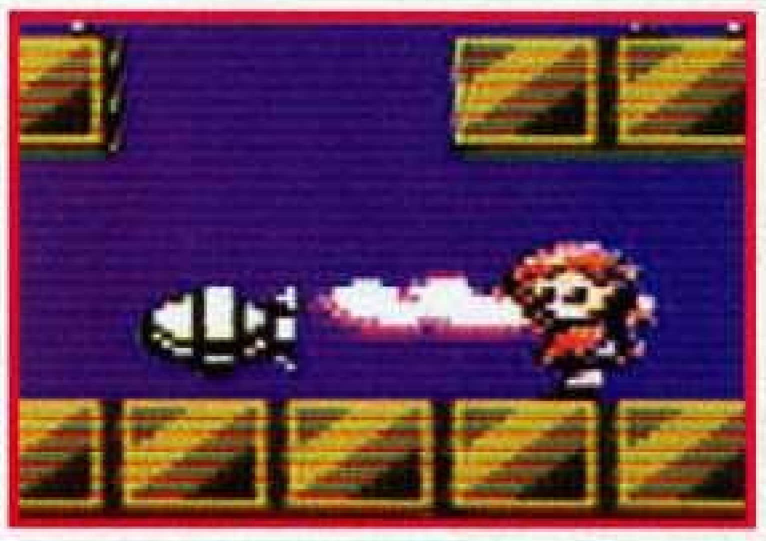
A devastating full-screen weapon which fires bouncing shots in every direction.

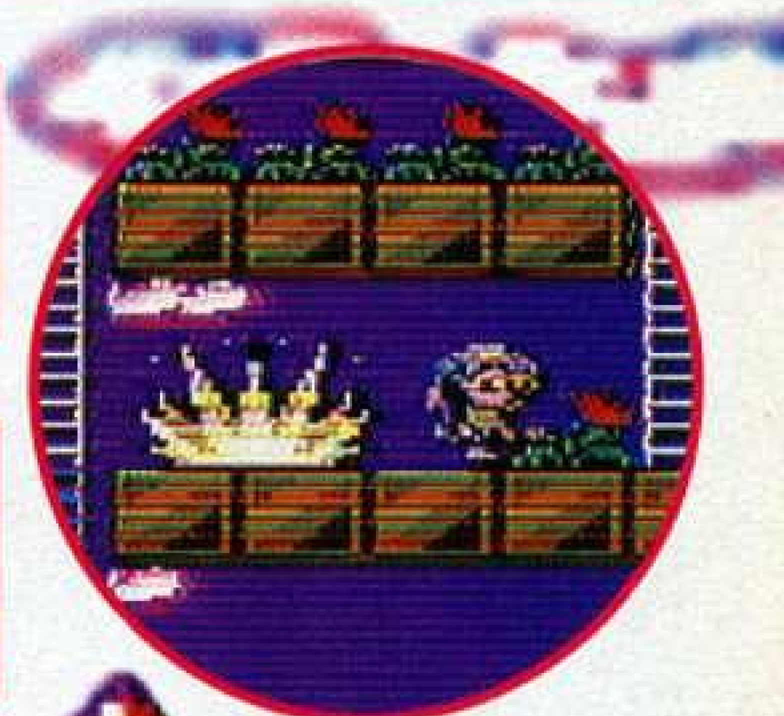


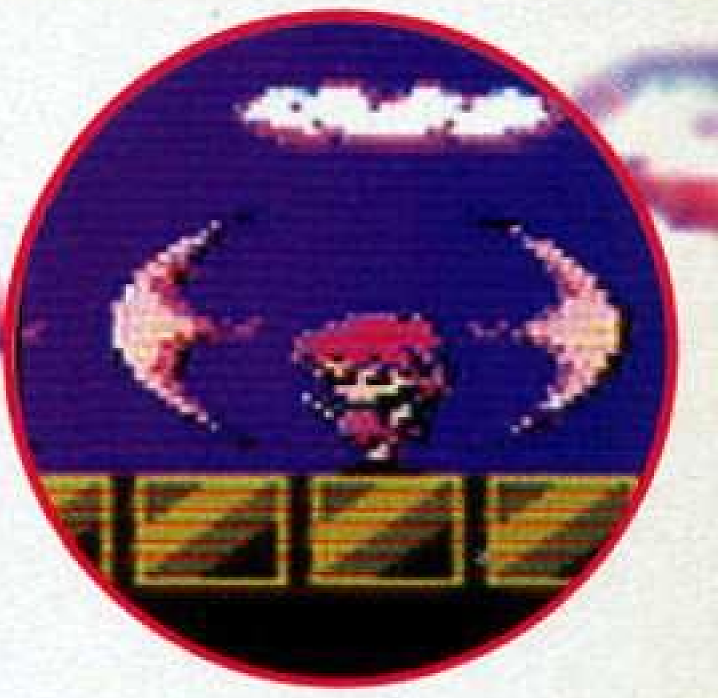
S-BOMB

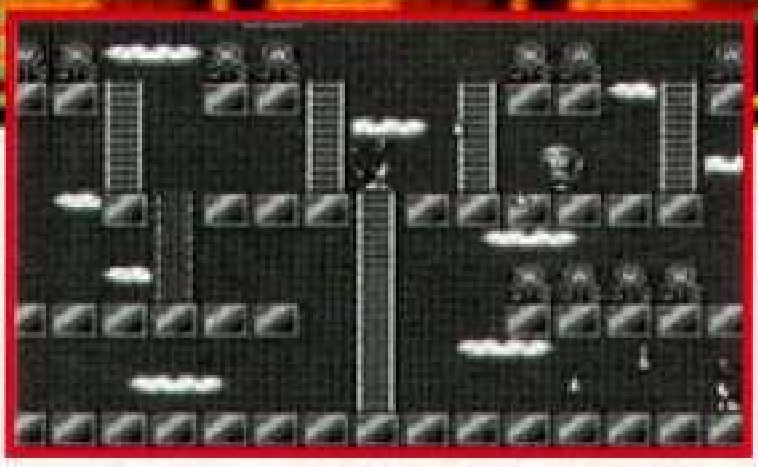
If Barnes Wallace lived in Rod he would have designed this weapon that bounces along the platforms in search of victims.

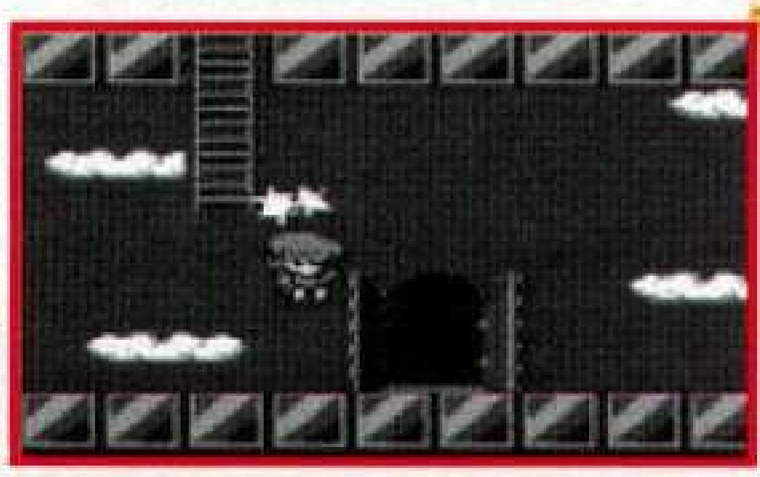












WHERE HAVE ALL THE FLOWERS GONE?

Rescuing your mother is a taxing task, but that doesn't mean you can't stop to pick the pretty flowers which punctuate the platform landscape. It could, in fact, be to your advantage, because picking the flowers of Rod leads to the Extra Game. When all the flowers are collected, the remaining monsters are mutated into parsnip-like fiends. Kill these with the Star Magic and they leave a letter. Collect these letters to spell 'EXTRA' along the bottom of the screen, and the fairy monarch of Rod twinkles down from heaven and gives you an extra life.

ROD, PAIN AND DEATH

The main method of denizen dispatch is the twins' Rod Magic. Pressing the B button activates their magic rods, grabbing any nearby monster and stunning him. To complete the process keep pressing the button, and the unfortunate creature will be bashed about on his head until he expires, leaving nothing but a bonus fruit or a handy weapon. This works on all but the largest foes.

WHERE HAVE ALL THE FLOWERS GONE?

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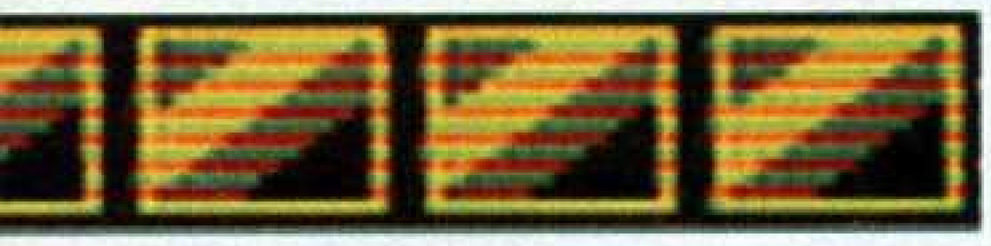
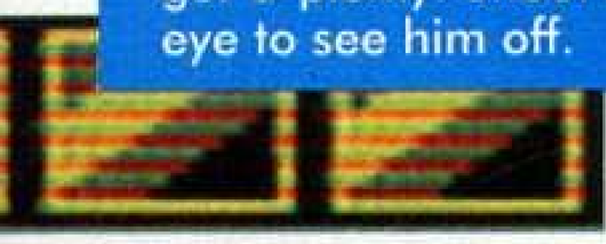


BOSS CONDUCTING

What sort of creature abducts a mother? Six crocodiles and a giant whale, that's what. Yes, you can expect the weirdest end-of-level guardians in the wacky land of Rod. The crocodiles vomit little blue mice who run along the screen's three levels of scaffolding. A good blast of rod magic deals with each in turn, but watch out for their twinkling eyes of doom. The whale is a much tougher customer. He has some green gremlin minions who chase after you. Then Moby makes an appearance, spurting danger a-plenty. Shoot Moby's eye to see him off.

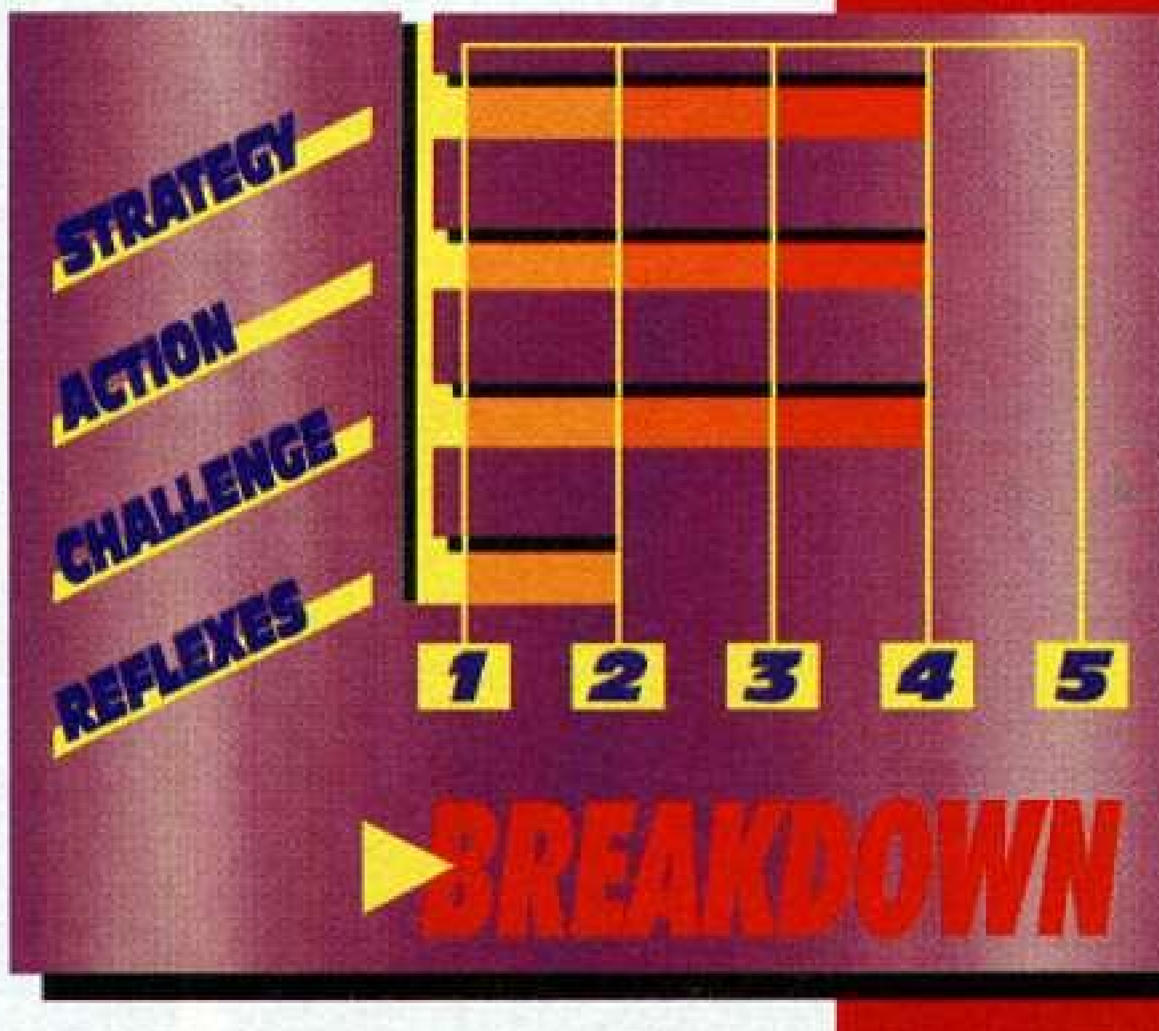


COMMENT

GUS

Having never played the coin-op, I came fresh to Rodland on the NES. The gameplay is fun and the graphics, although sparse, are appealing. There is quite a lot of amusement to be gleaned from Rodland - it's very much part of the arcade platform genre: a Parasol Stars/Wani Wani World/Bomb Jack-type affair which is quite addictive and simple to get into. I have to confess that the sameness of the action got to me after a while. I also felt the easiness of some of the levels was ill-balanced by the toughness of some of the bosses, the Whale in particular. That aside, Rodland is a fair enough romp.

RATINGS



PRESENTATION

88

▲ A plethora of fairly inconsequential options, presented in a novel way. Plus two-player mode!

GRAPHICS

70

▲ Clearly defined graphics overall, with especially nice bosses.

▼ The sprites are a bit small.

SOUND

86

▲ Loads of nice little cutesy tunes which suit the game perfectly.

LASTABILITY

75

▲ Completing 80 levels takes a long while.

▼ The sprites may change, but the gameplay remains the same all the way through.

PLAYABILITY

82

▲ An instant laugh, especially with two players.

▼ The range of skills required is a bit limited.

OVERALL

A competent arcade game which provides plenty of challenge if you enjoy the rather repetitive action.

79

then there was

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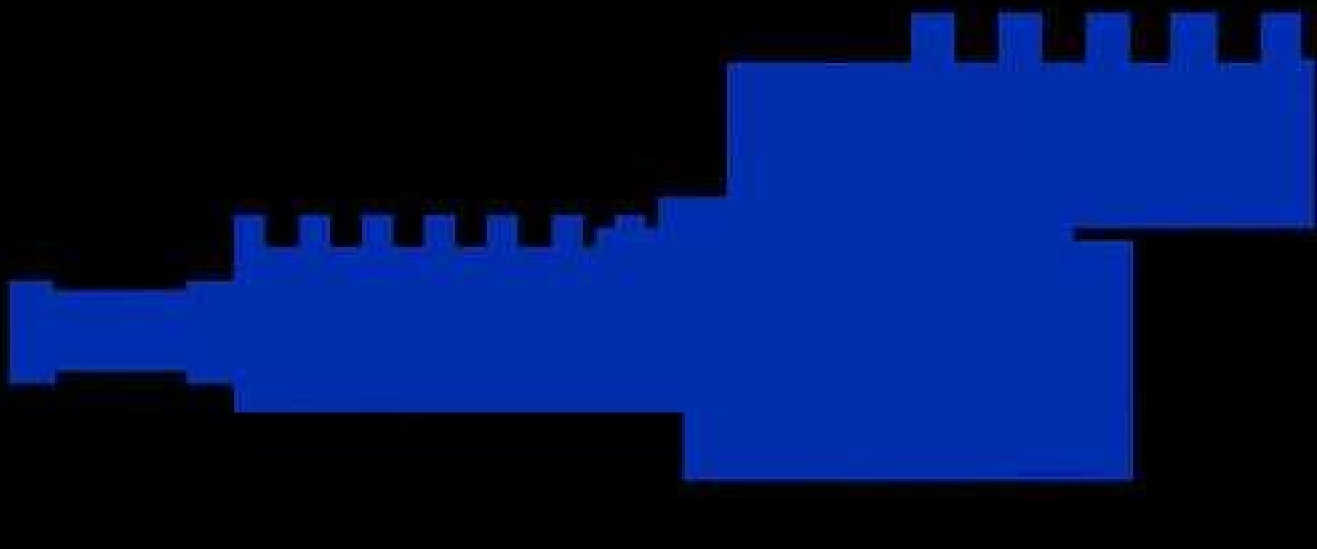


THE OFFICIAL TOP 10

Nintendo®
MAGAZINE SYSTEM

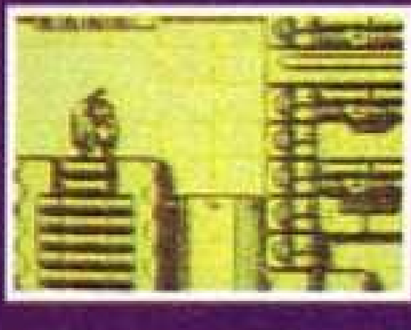
CHARTS

Welcome to THE official Nintendo charts. Covering the Super NES, NES and Game Boy, this is the only place to find out who's buying what in the UK...

GAME BOY

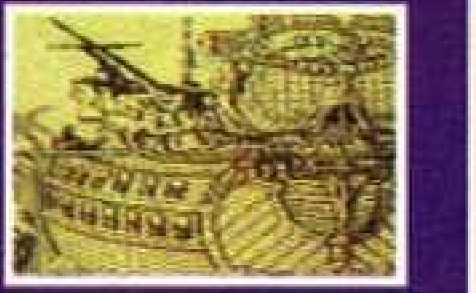
1 SUPER MARIO LAND (non mover)

2 BATMAN (non mover)



3 HOME ALONE (non mover)

4 HOOK (down)



5 BART SIMPSON ESCAPE (down)

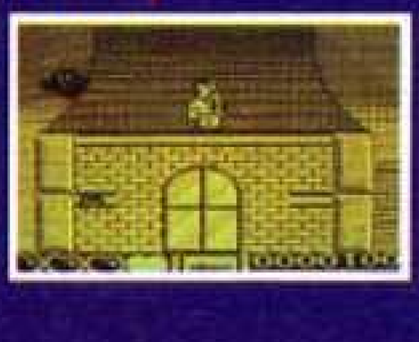
6 WWF (non mover)

7 TINY TOONS ADVENTURE (non mover)

8 ADDAMS FAMILY (non mover)

9 BUGS BUNNY (non mover)

10 DUCK TALES (down)



SUPER NES

1 STREET FIGHTER II (non mover)

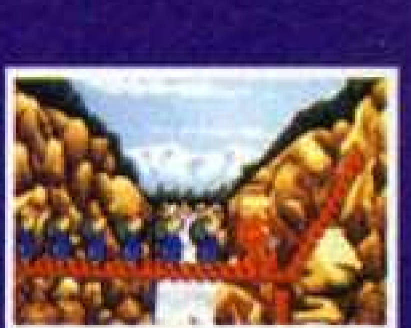
2 SUPER PROBOTECTOR (non mover)

3 ZELDA 3 (non mover)

4 SUPER ADVENTURE ISLAND (non mover)

5 ADDAMS FAMILY (down)

6 LEMMINGS (down)

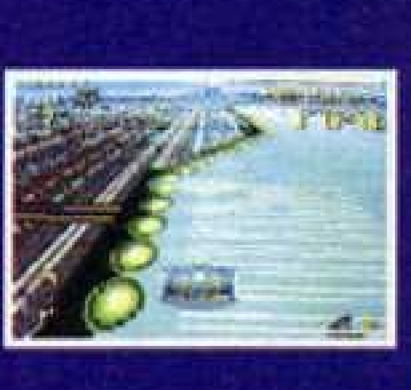


7 SUPER SOCCER (non mover)

8 FINAL FIGHT (down)

9 UN SQUADRON (down)

10 F-ZERO (down)



NES

Nintendo GAME BOY

1

ADDAMS FAMILY (non mover)

- BY: OCEAN
- PRICE:£29.99
- MEG:1
- GAME TYPE: PLATFORM

Ocean's rather drab reworking of the playable Super NES platformer surprises us all by making it to the Number One spot. Although the basic Mario-style action of the Super NES version has been retained, NES Addams is a lacklustre platformer which, for some reason, uses a flip-screen layout for its many stages. As far as presentation goes, this is more than adequate fare, but it just proves incredibly difficult to shake off the 'seen it all before' feeling which is apparent throughout.

2

SUPER MARIO BROS 3 (down)

Still regarded as the best NES platform epic to date - and rightfully so. This time around, Mario's adventures span a larger, less linear area, with loads to see and do. Drawing many ideas from the Super NES' Mario World, there are dozens of bonuses and goodies to collect within this stunning platform extravaganza.

- BY: NINTENDO
- PRICE:£49.99
- MEG:1
- GAME TYPE:PLATFORM

3

RESCUE RANGERS (down)

Chip'n'Dale are the titular Rescue Rangers who are on a mission to rescue Gadget from Fat Cat's lair. Thus, with a series of scrolling levels between our heroes and their ladyfriend, all manner of obstacles await your attention. Extremely playable, this is one of the best cartoon licences to date.

- BY: CAPCOM
- PRICE:£29.99
- MEG:1
- GAME TYPE: PLATFORM

4

WWF (down)

Oh dear, oh deary me! This is the perfect example of a licence selling a game no matter how bad it is. Watch as the indistinct figures of Hulk Hogan and Co amble across the screen for a series of repetitive grappling sessions - it's like a small nightclub at closing time, with everyone out for a quick snog. Very poor.

- BY:ACCLAIM
- PRICE:£29.99
- MEG:1
- GAME TYPE: BEAT 'EM UP

5

TRACK'N'FIELD (re-entry)

Hoorah! The good old-fashioned sports sim makes a return in this conversion of an old coin-op fave. There's loads of pad hammering which will leave you limp-wristed as you make your on-screen Linford Christie leg it, but skill is also brought into play during the throwing events. Well worth a look.

- BY:KONAMI
- PRICE:£24.99
- MEG:1
- GAME TYPE: SPORTS SIM

6 (non mover) **TINY TOONS ADVENTURE**

7 (down) **HOOK**

8 (non mover) **THE FLINTSTONES**

9 (non mover) **MAGIC KINGDOM**

10 (down) **TURTLES**

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ocean

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COMET

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and all sorts of
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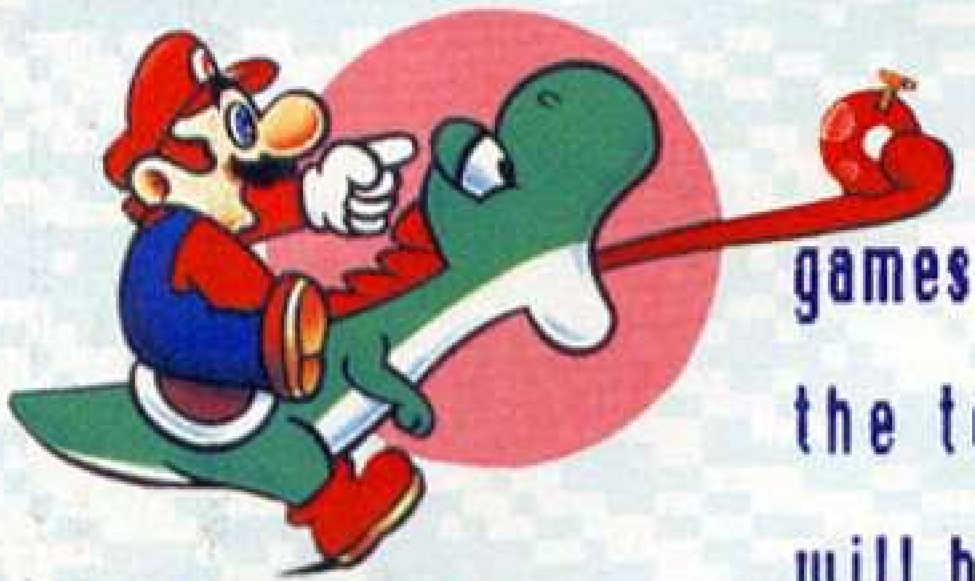
cars, American



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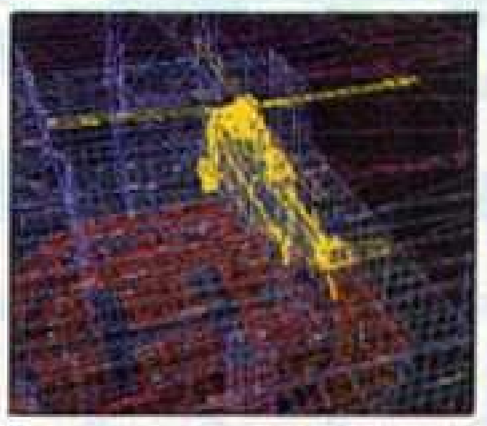

MASTER

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QUASAR

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SUPER NES

1
PLAYER

4
MEG

PLT
GAME

GODS™
A
BITMAP BROTHERS
GAME
LICENSED TO MINDSCAPE INC.
BY RENEGADE

PRICE:TBA
BY:MINDSCAPE

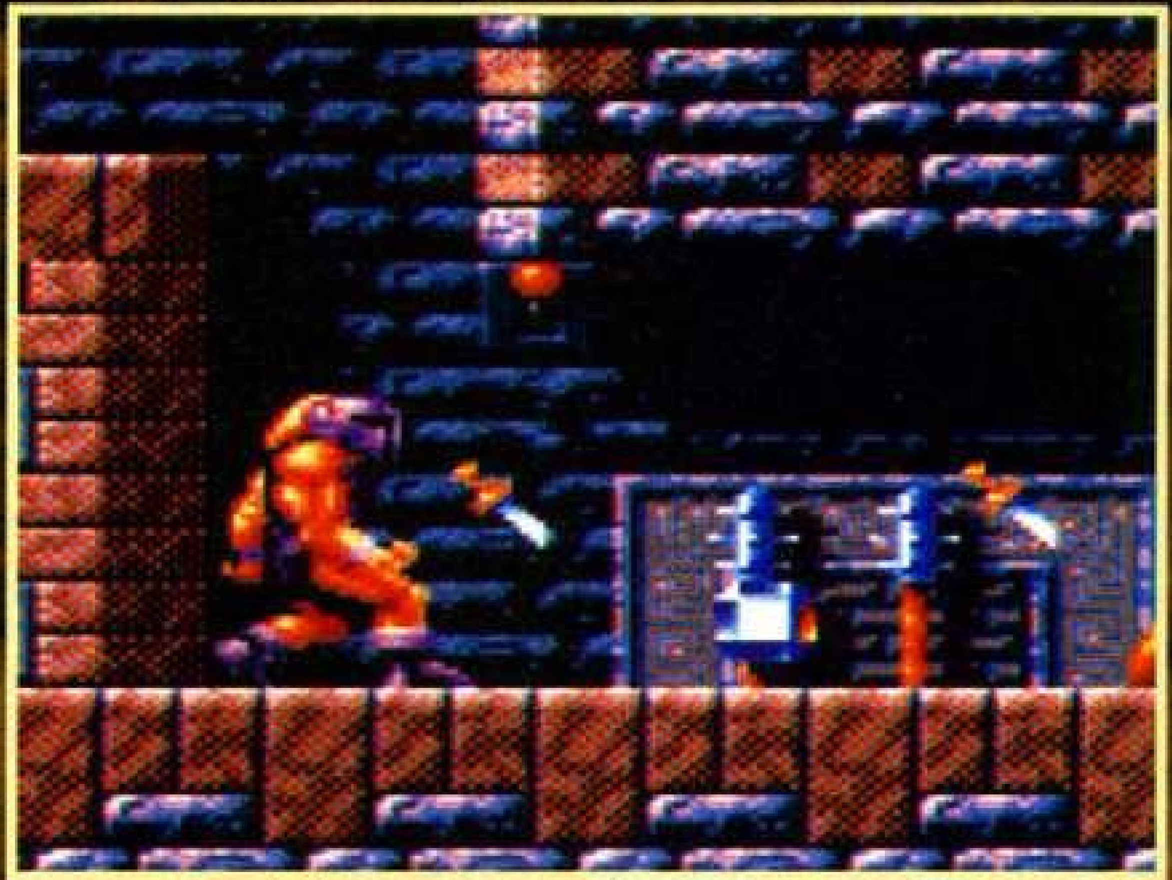
RELEASE
JANUARY
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
NONE
SKILL LEVELS
1
RESPONSIVENESS
SO-SO
1ST DAY SCORE
50,000
ORIGIN
Gods was an original Deity platform-fest for the Amiga, programmed by 'cult' coders, the Bitmap Brothers.

GODS

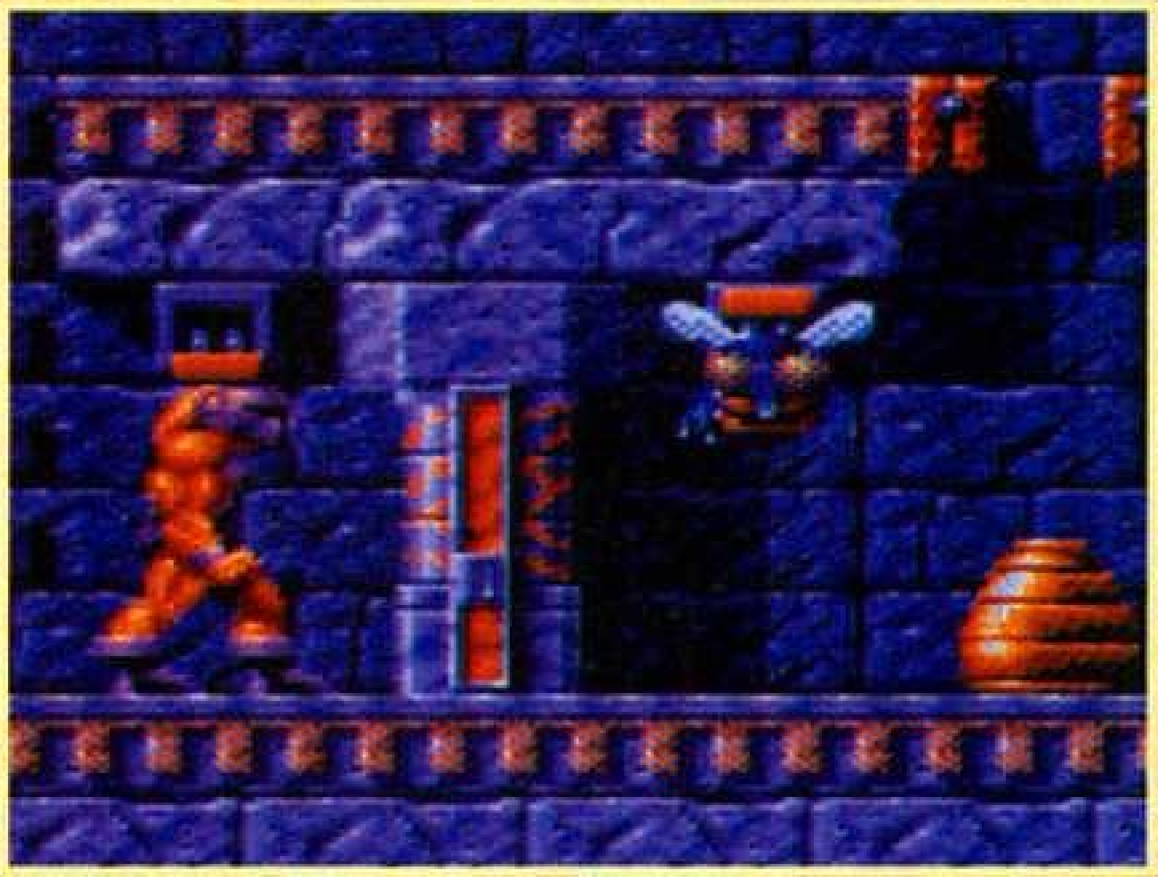
In ancient Greece they had one for Love. They also had one who dabbled in the Arts, who had a brother who was one and whose daily job was driving the Sun's chariot across the sky. And there was even one who was worshipped by hordes of screaming, naked women who would rip a man to shreds on sight. They were, of course, Gods.

The Greeks were well into Gods, presumably because the Gods lived virtually next door on the snow-capped Mount Olympus. Idyllic as the Gods' life may seem, though, being holy and worshipped all day soon became boring, and they had to find sport to keep themselves amused. In the quest for ultimate entertainment (bearing in mind this is before they invented You Bet!), the Gods took turns to devise a game. Hephaestus, the royal armourer, liked something to do with wrought iron and chain mail, whereas Diana liked causing plagues and then curing everyone with one rub of her magic tiara.

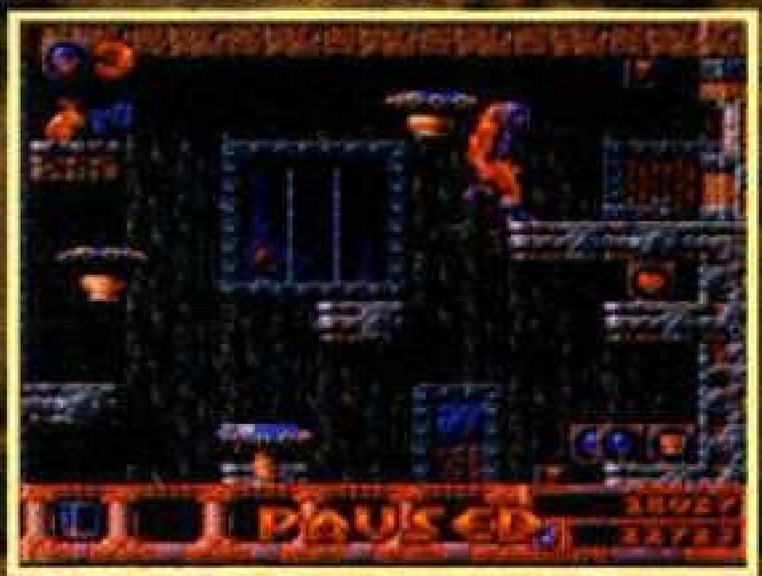
When it was Hera's turn she liked picking a hero - the brawny Heracles, for example - and letting everyone else try to kill him with assorted monsters. It's violent nature made it an instant favourite. In order to please whoever was playing, Heracles was usually dumped in a demon-infested city, and had to escape before the Gods got really annoyed and killed him off anyway. He also knew he had to please Hera by putting on a bit of a show, so he would go hell for leather through the many-levelled city, slaughtering everything in sight. In return the Queen Goddess would cast down the odd magical article and smile approvingly down from Olympus. Now, after all these years, the game has been computerised, allowing would be deities to play at home...



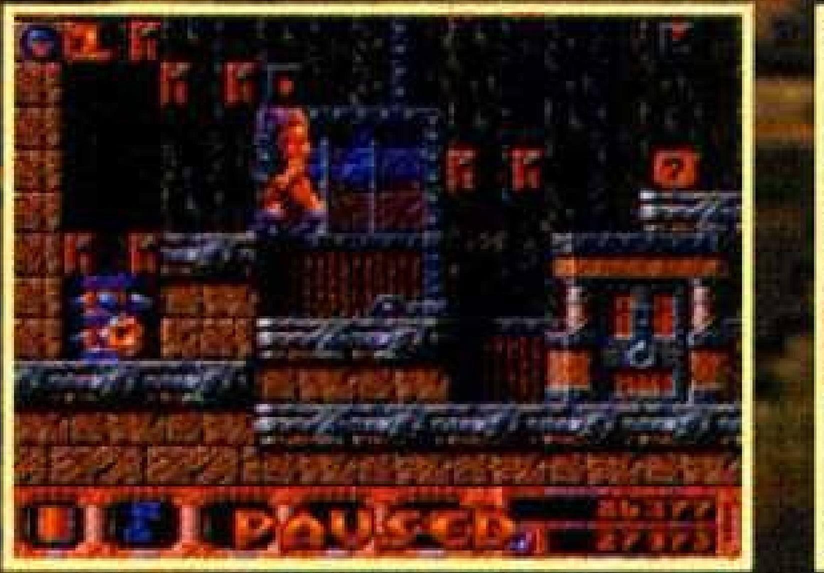
▲ The switch directly above Heracles removes the spiked hammers from his path.



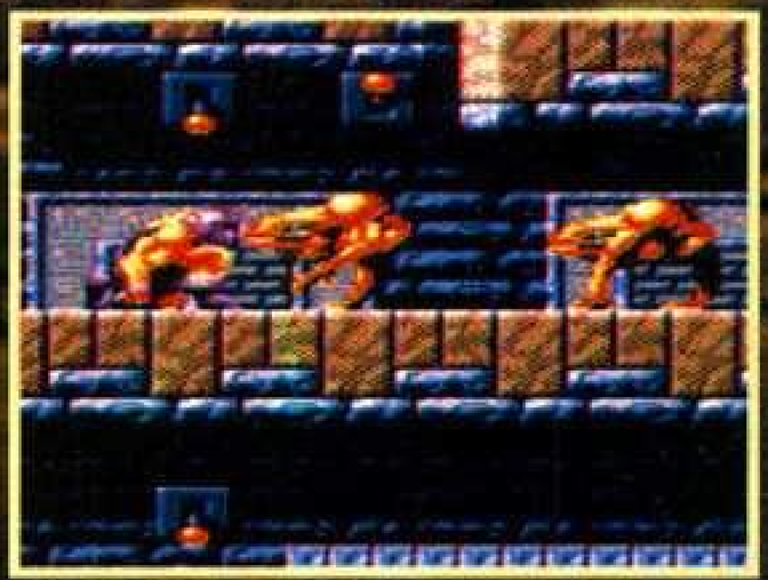
▲ If a door cannot be opened with by a switch, a key is required.



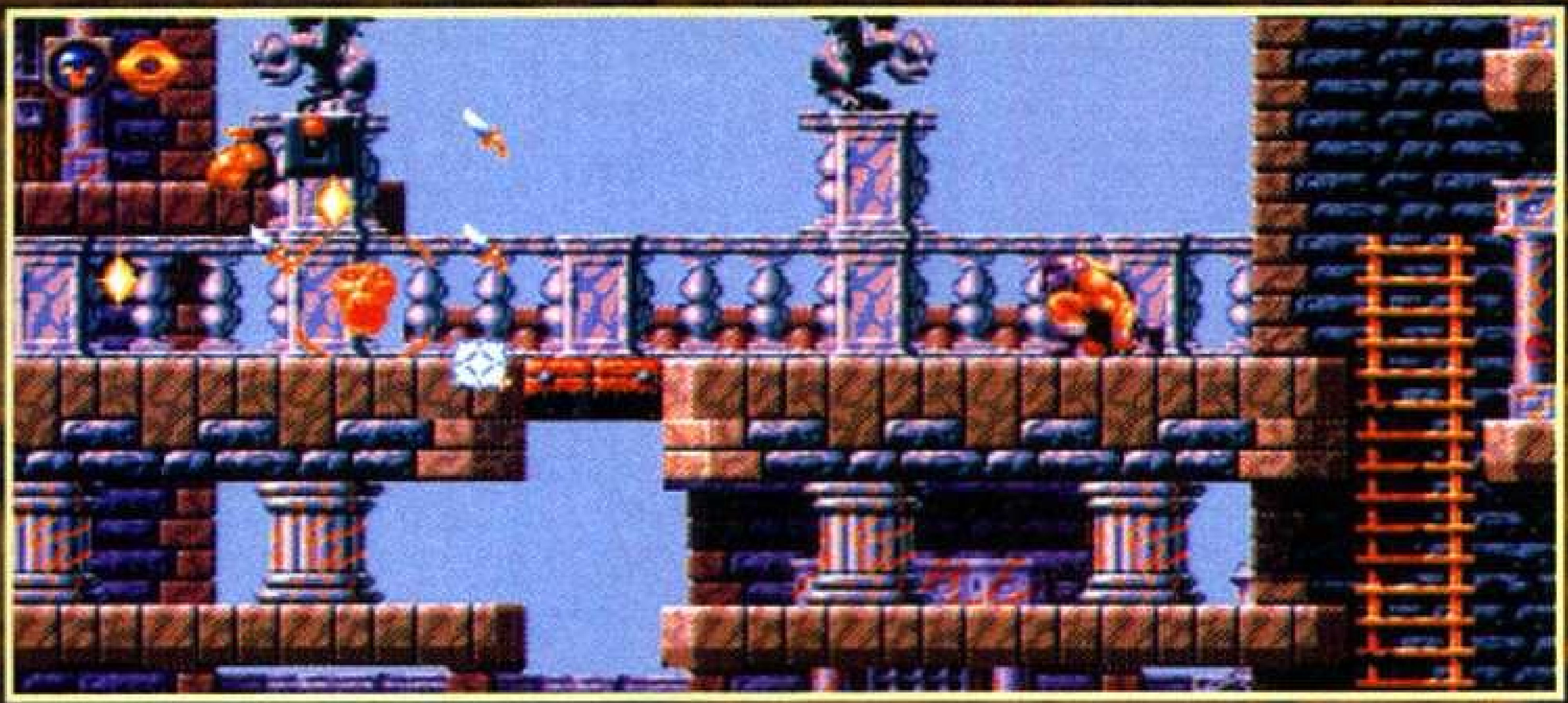
▲ Extra goodies for Haracles' mission appear as icons throughout the game.



▲ Whenever our hero picks up an object, they are added to an inventory bar at the bottom of the screen.



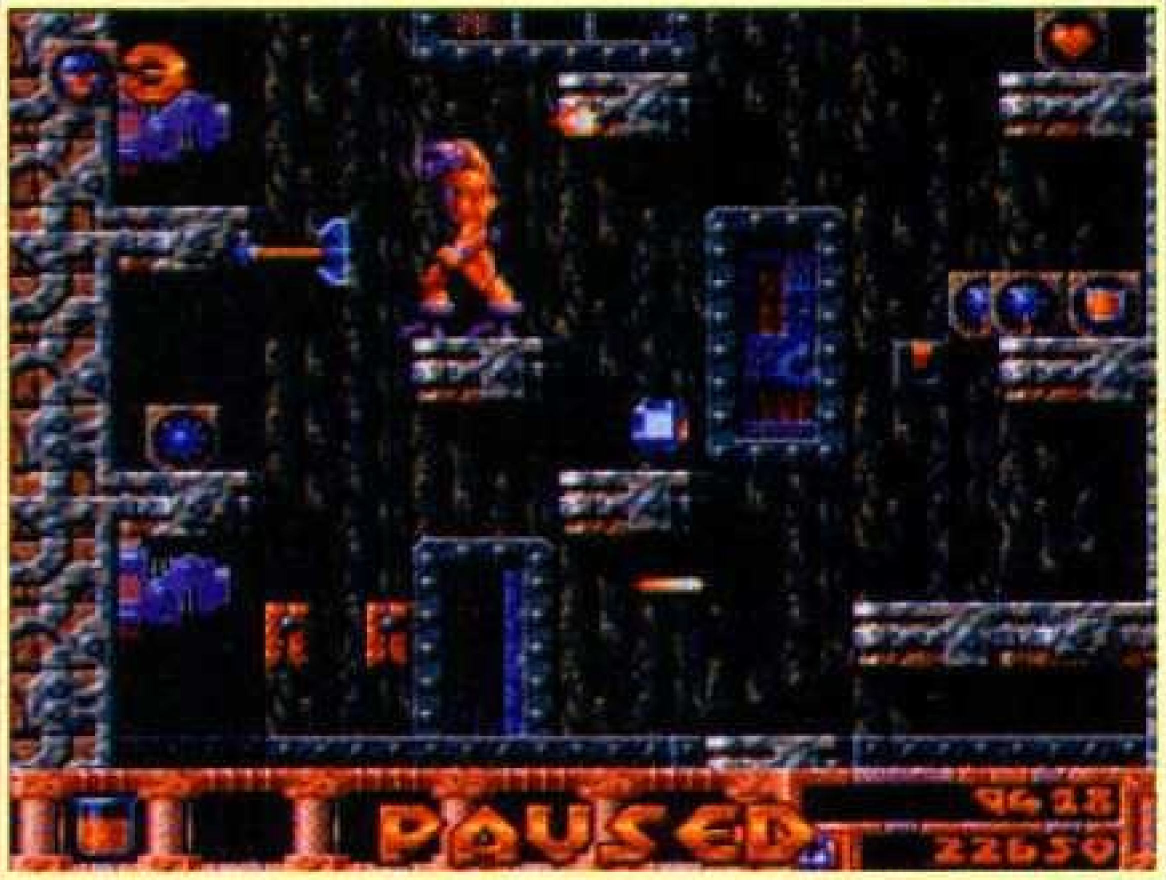
▲ A number of the switches are booby-trapped and unleash even more creatures.



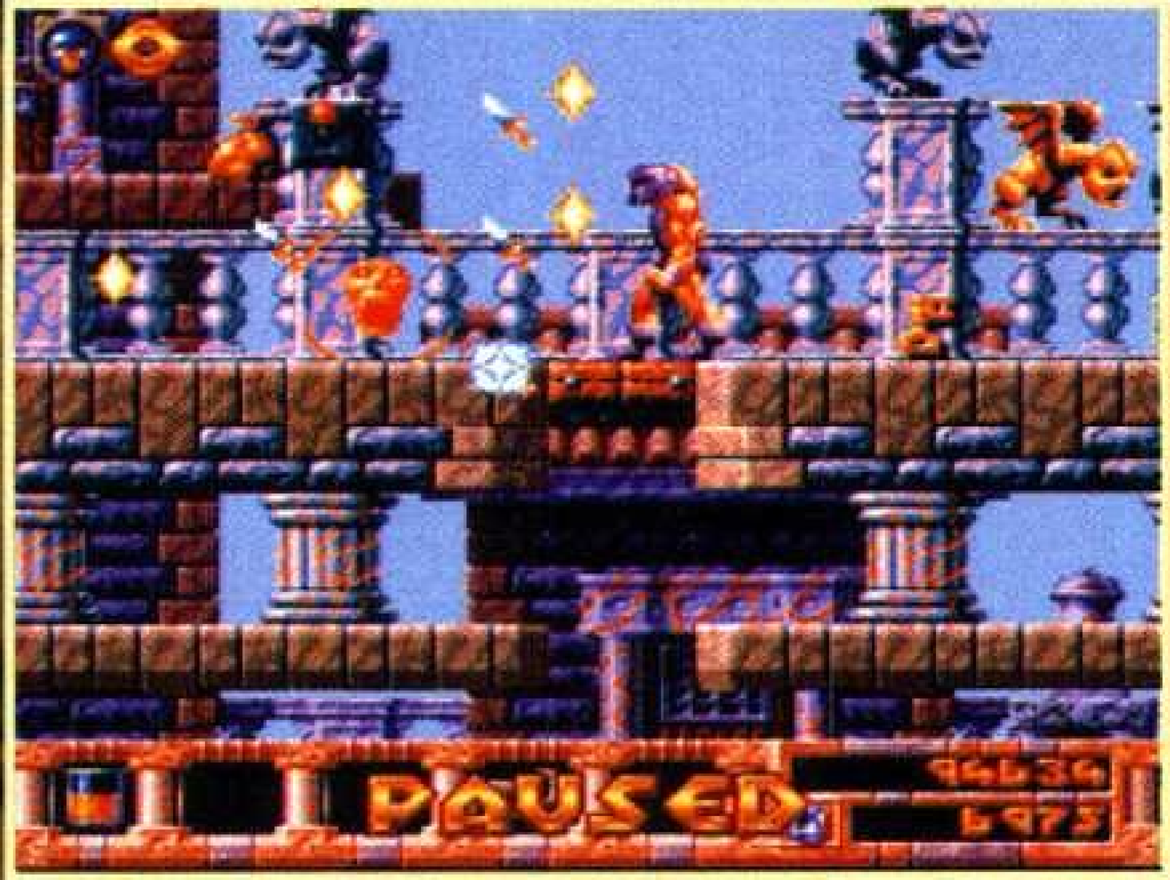
▲ Heracles armaments are constantly updated until he is armed with a vicious spread of fire.

DOWNTOWN

Even for a bloke as large as Heracles, life in the city is tough. Not only is the place swarming with nasties, but Heracles finds himself in seedy brick-lined passageways with doors slammed shut in his face. Escape means climbing through the platform network and finding the key to the final door. Along the way it is also necessary to disable traps which, if triggered, mean instant death. Mechanised staves may be jumped, but it is far more sensible to experiment with the switches lodged in the wall. These often open and shut doors, release hidden bonuses or even completely dismantle the many traps.

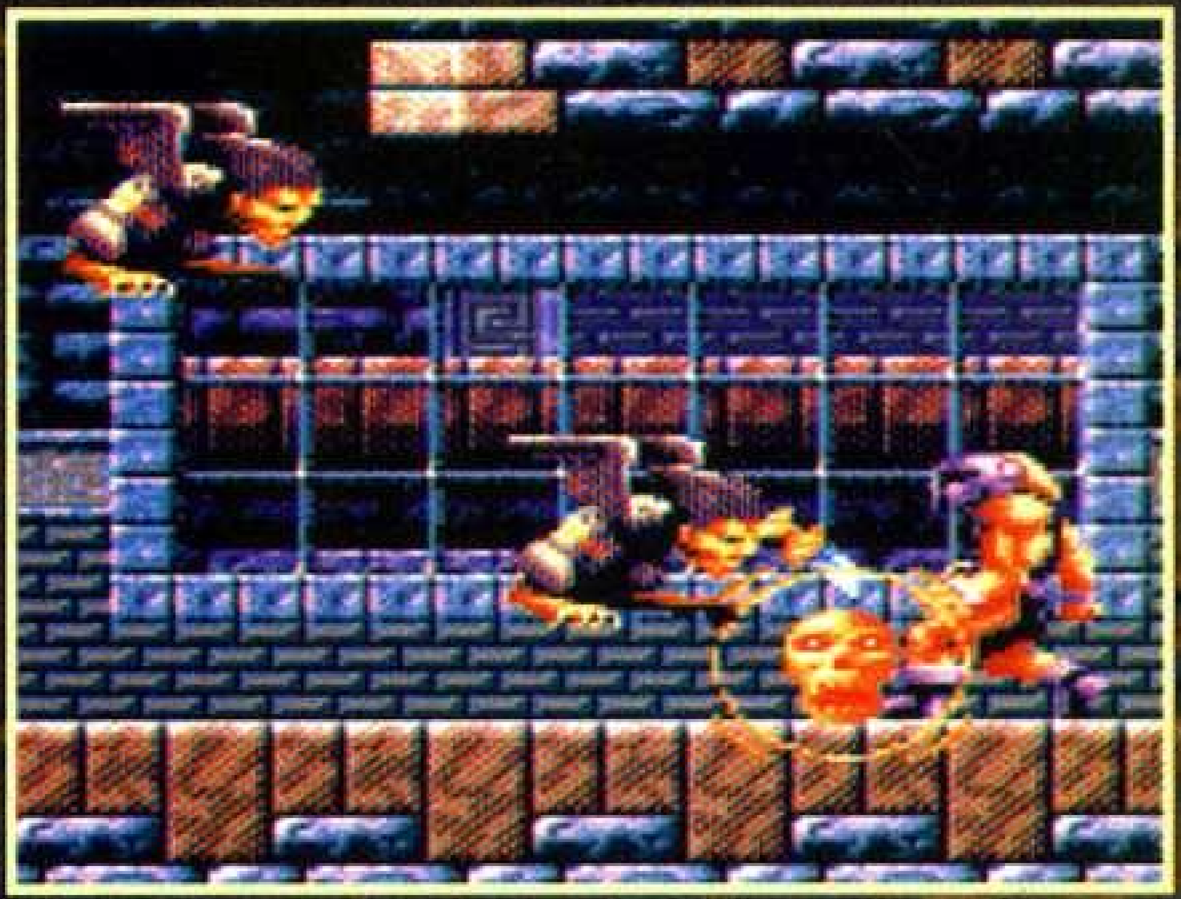


▲ In addition to the assorted creatures, death comes in the form of obstacle-based hazards, such as spikes.



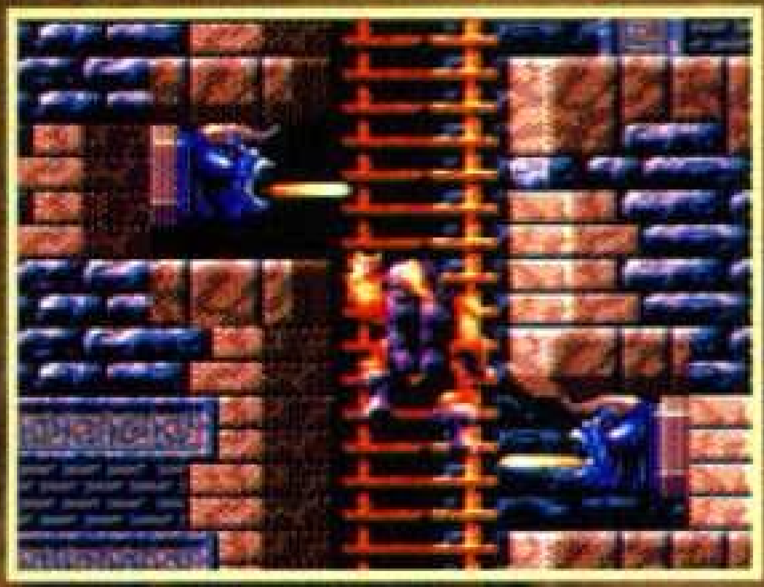
KEY OF THE DOOR

Keys play a large part in Gods, as there are dozens of doors to open along the way. To open a locked door, Heracles collects keys (and indeed other objects) by kneeling beside them and pressing fire. A green box appears in the info strip at the bottom of the screen, and if an object is near to Heracles it moves to the green box, and is added to our beefy hero's inventory. When the joypad is released the object in the green box is dropped, so if you want to hold on to an object or key simply move the green box along one space. The smaller keys often open chests and trapdoors. Chests are well worth opening, as they contain tons of valuable booty. Trapdoors open up new areas to exploration, but be careful: Heracles cannot survive long falls.

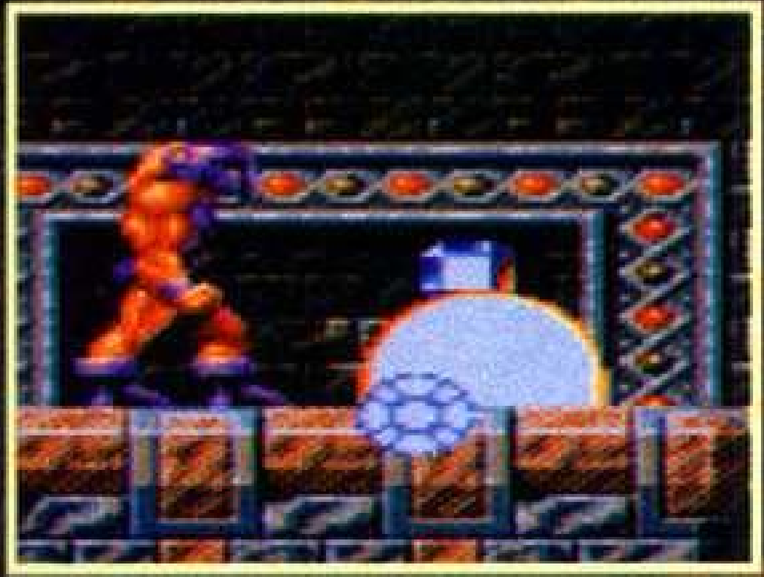


DIAMONDS ARE FOREVER

Strange jewels have been dropped around the City although most have only a cash value, denoted in the bottom-right corner. However, on entering a shop these may be swapped for more powerful weapons and useful objects. Additionally, other gems have powers of teleportation and whisk Heracles away to a distant spot in the same level. Another grants Heracles the power of giant jumps, which far exceed his normal weedy leaps.



▲ Ladders or platforms link the upper areas of the screen, but be wary of the flame-breathing statues of weapon-throwing assailants who wait for Heracles between ledges.



▲ Hits from the enemy cost Heracles valuable energy, which is replenished at a later stage via special icons.

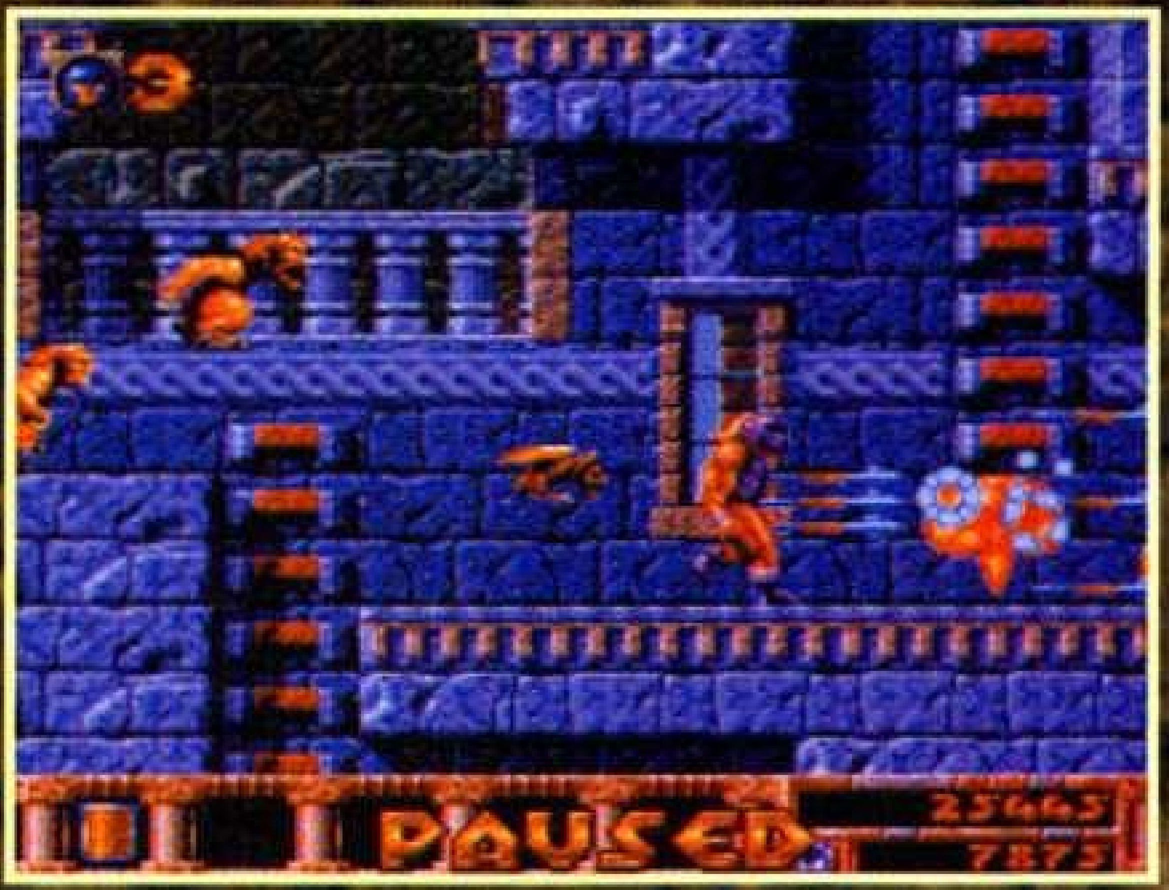
How To Control The joypad is used to actually pilot the plane across the dangerous 3D landscapes. The usual eight directions come into play when banking the plane and when altering its current altitude - or avoiding obstacles.

A	JUMP	X	NO FUNCTION
B	FIRE WEAPON	Y	NO FUNCTION
L/R	NO FUNCTION	S	**START:** PAUSE **SELECT:**NO FUNCTION

How To Play Gods is a multi-level platform adventure which takes place within four zones of an ancient city. Each zone is split into three worlds, filled with enemy creatures. Weapons are found (and bought) to destroy such creatures and their rather large masters.

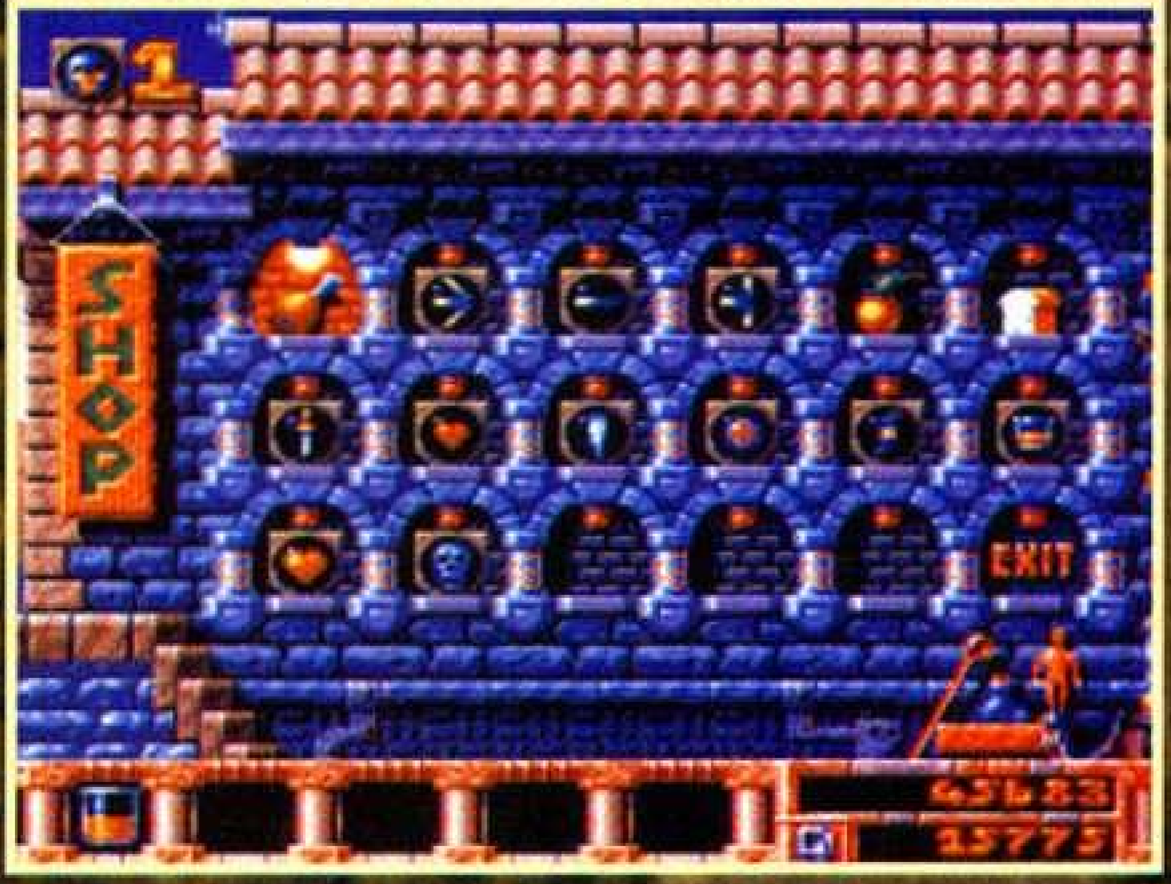
HELP AT HAND

Dotted around the levels are small blocks with question marks on them, which are the game's equivalent of a Tourist Information Office (except you don't have to queue). Touching these prompts a useful clue which appears at the bottom of the screen.

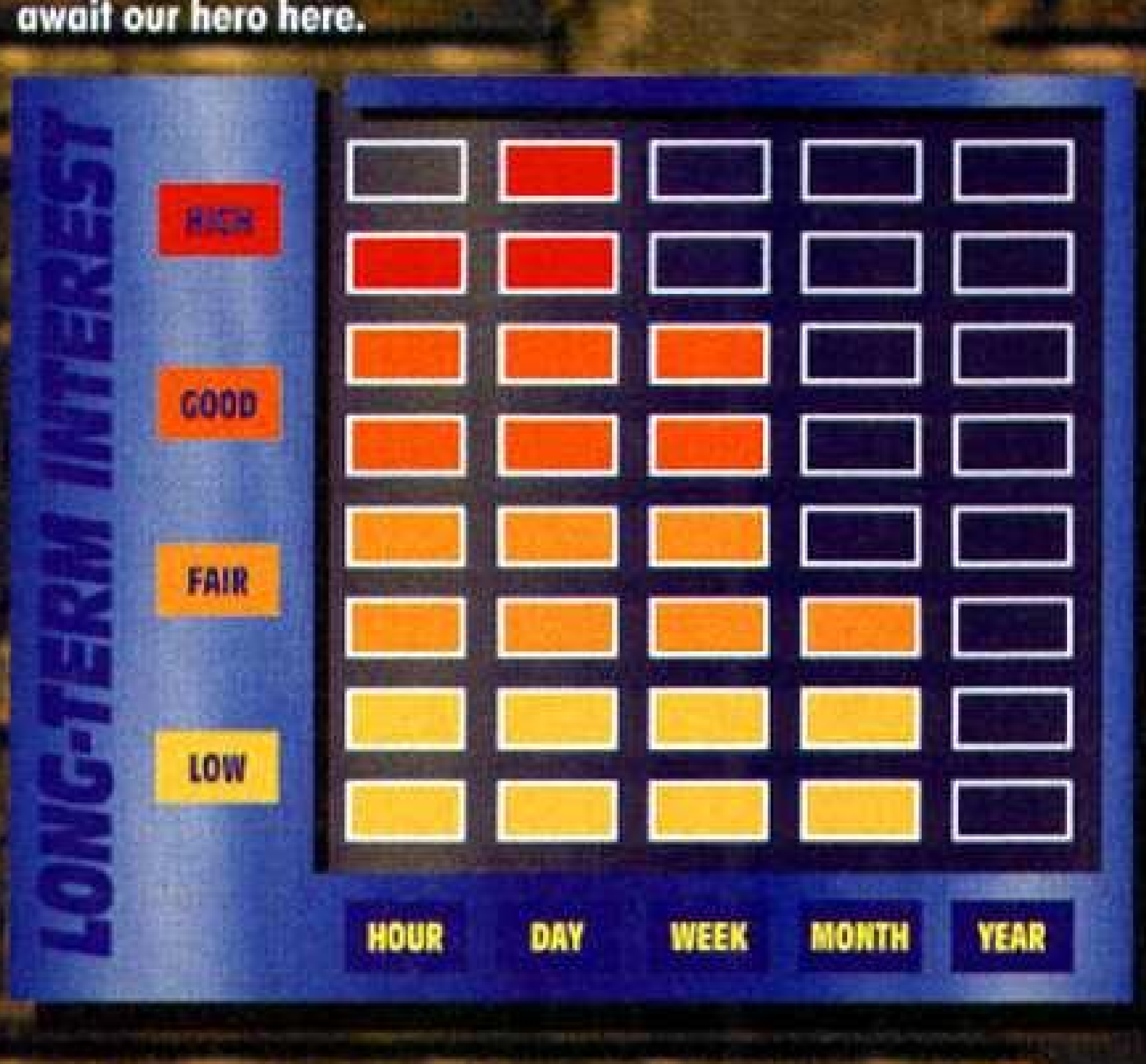


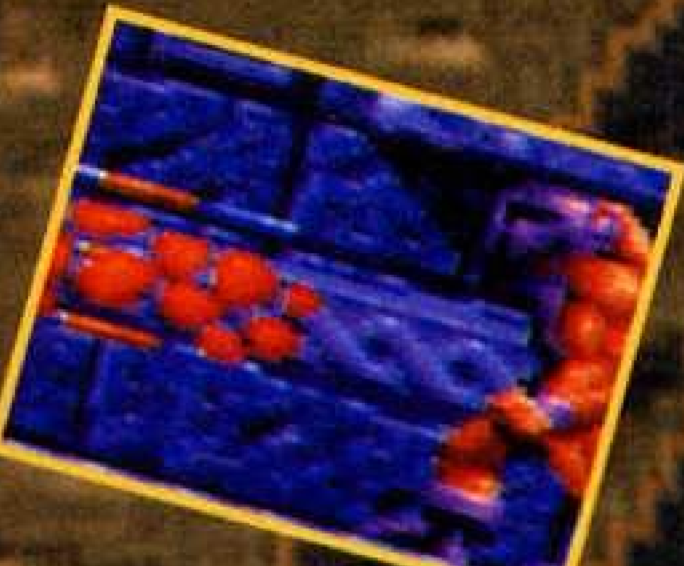
SHOPPERS PARADISE

At the end of each level yet another icon appears. This summons the local shopkeeper, who reveals his emporium. Once in, Heracles is invited to trade all his hard-earned gems for a variety of attractive purchases. How about a shiny spear for a meagre 17,500 credits? Other buys worth considering are an invulnerability shield, or a smart bomb which wipes out all on-screen enemies. These are pricey, but inexpensive products like crusty bread and scrumptious apples heal Heracle's gaping sores before he returns to a stage.



▲ Welcome to the shop. All manner of death-wielding goodies await our hero here.





FIREPOWER

To make his task easier, better weaponry becomes available to Heracles in later levels. Each weapon has a 'power rating' which indicates how much damage it inflicts, but their effectiveness is balanced by the nasties getting tougher, too. Up to three weapons may be held at once and are thrown in formation. Different throwing formations are also picked up as icons, or purchased in the shop. Here are a selection of weapon types:

KNIFE

Heracle's initial weapon. Weak but fast, the knife is only useful temporarily.

MACE

A bit more oomph than the knife, but maces fly a little more slowly.

FIREBALL

Much more powerful than knives or maces, fireballs fall in a wide, curving arc.

SPEAR

Extremely fast, and fairly strong, Spears are a definite addition to anyone's Christmas list.

AXES

Bleugh! These are so heavy they bounce along the ground slowly, and are too slow to be useful. Avoid.

FORMATIONS

STANDARD

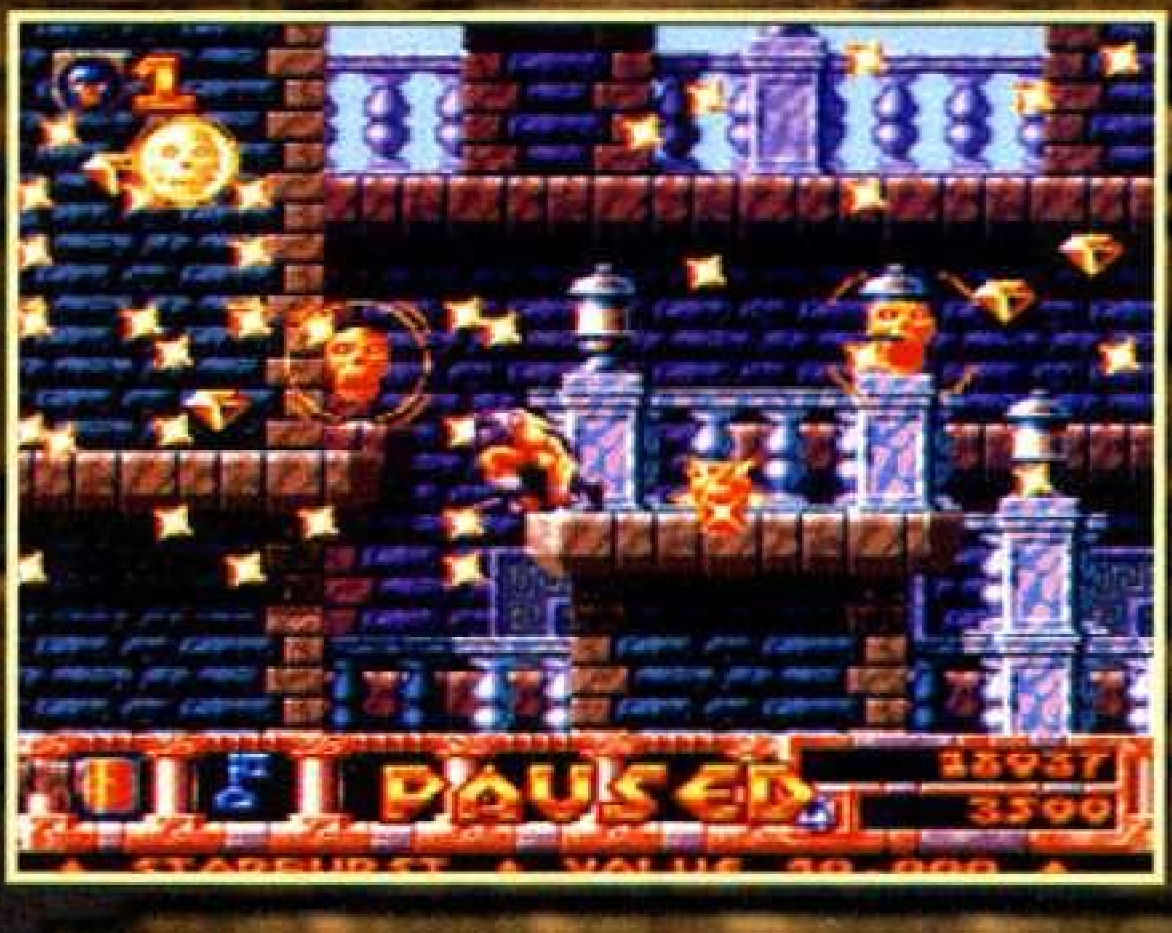
This formation throws out three weapons in a covering spread. The upper weapon reaches most enemies hovering above Heracles.

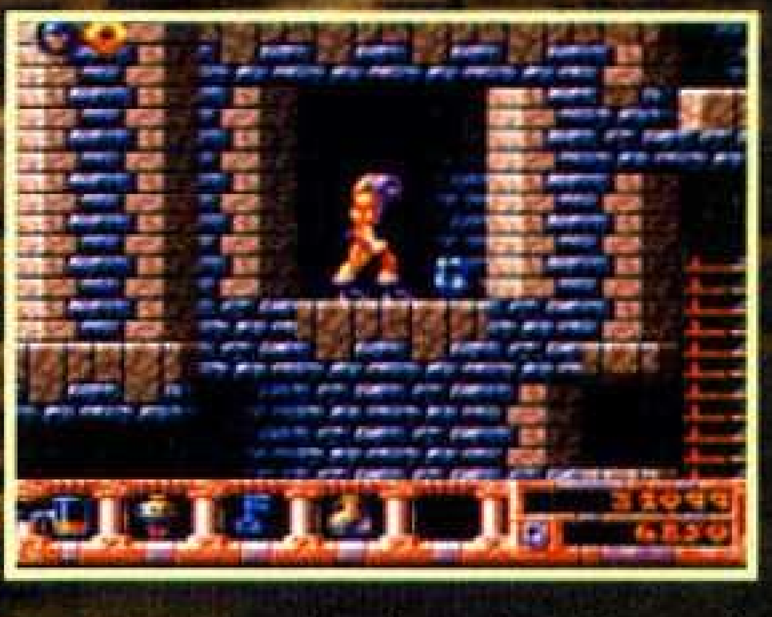
INTENSE

The three weapons are concentrated into a narrow formation to deal with heavy forward attacks.

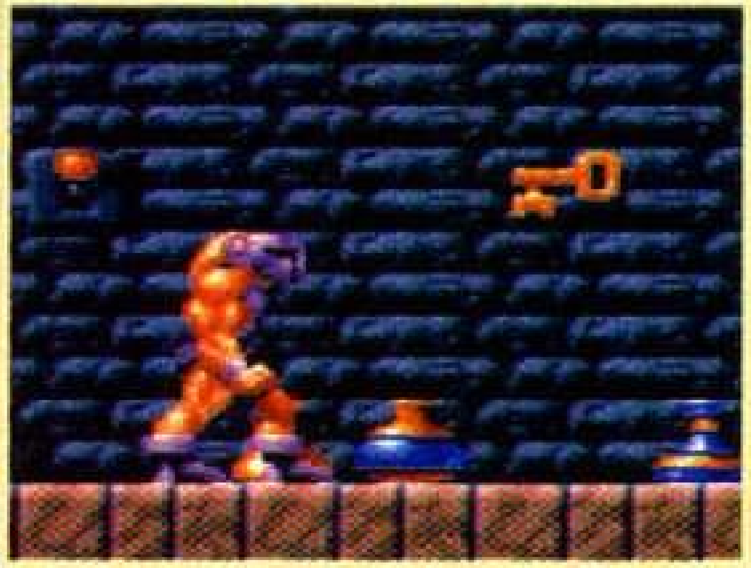
WIDE

Here, the formation widens to throw weapons over a broader area.



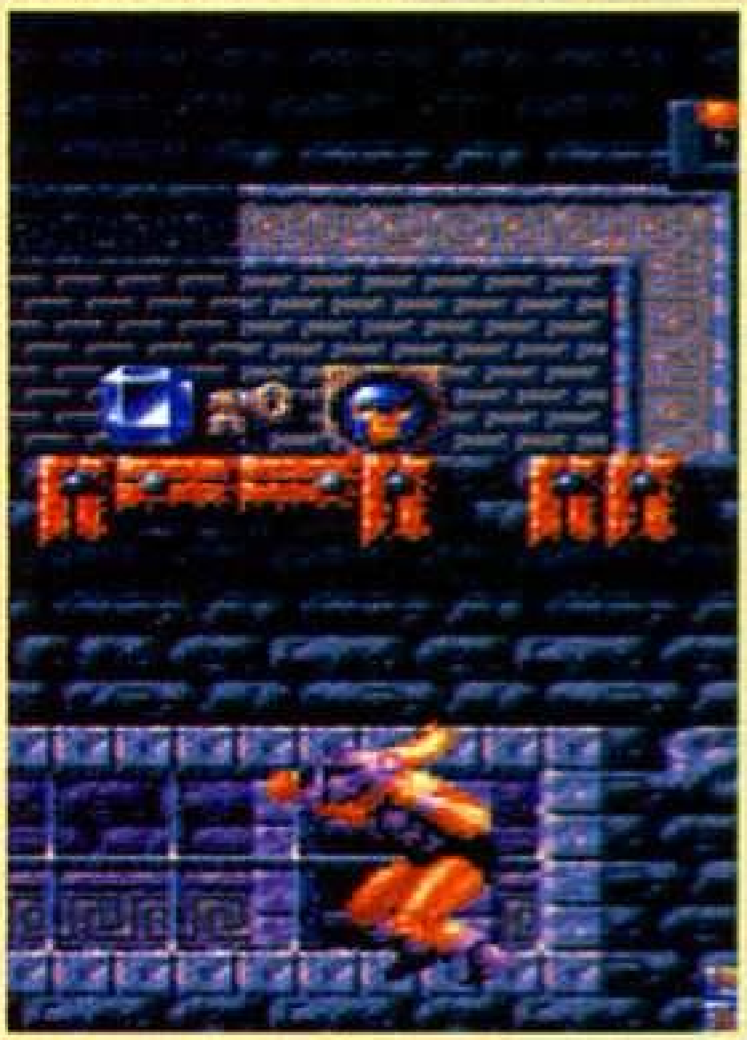


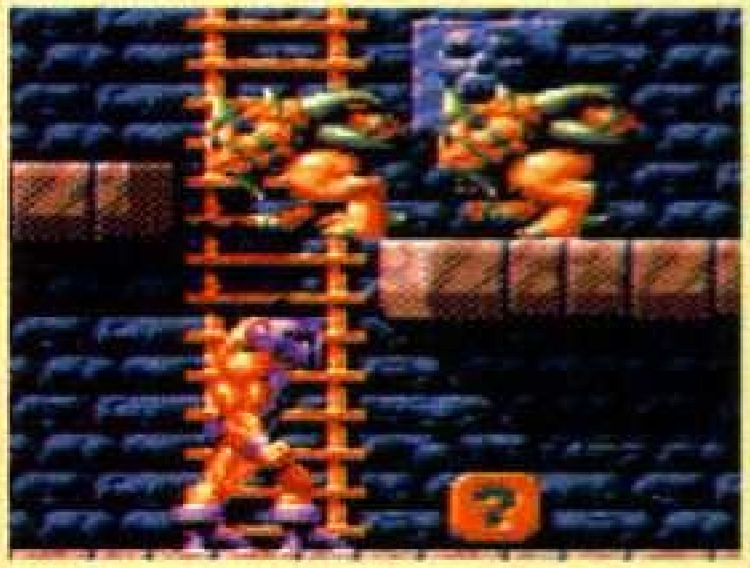
▲ Secret rooms have been dotted around the kingdom, but getting out again is another story.



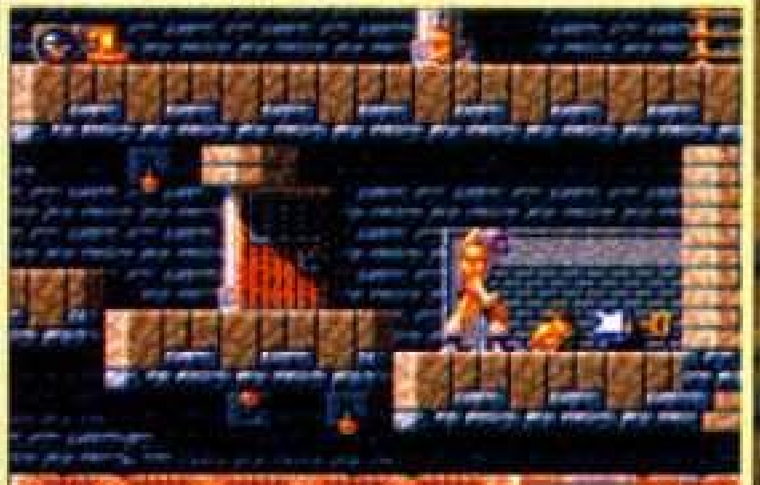
▲ Useful goodies galore...

▼ Heracles discovers how to activate a trap door - the hard way!





▲ Although Heracles picks up better weaponry along the way, the enemy also have an annoying habit of getting resilient to numerous hits.



▲ If there are a number of objects on offer, Heracles must make a choice as to which he carries with him. This adds a slight puzzle element to the game, and often involves returing to this area at a later date.

COMMENT

GUS

The Super NES version of Gods is a game I was really looking forward to, and in the event I'm mostly pleased. What does puzzle me is the slight inferiority of the graphics to both the Amiga and Megadrive versions in terms of clarity and definition. The other frustration - which has been faithfully converted from the other machines - is the silly object collection system. The inability to fire when ducking is unforgivable in a game of this speed and difficulty, and simply not necessary with the six buttons available on the Super NES's joypad. Those gripes aside, I managed to enjoy myself a lot with Gods. The action is the fastest of all versions, the game is pretty 'aggressive' to play. The wide range of extra weapons and potions should please those who love the thrill of the power-up, and it's also nice to see puzzle elements given a significant part in the game, and these add variety to what may otherwise have been a shallow platform blaster. Gods does show its Amiga-based roots, and is neither as involved as Mario or a lavish as Castlevania, but it adds a new type of platform action to the Super NES' repertoire.

PUZZLE TRAIL

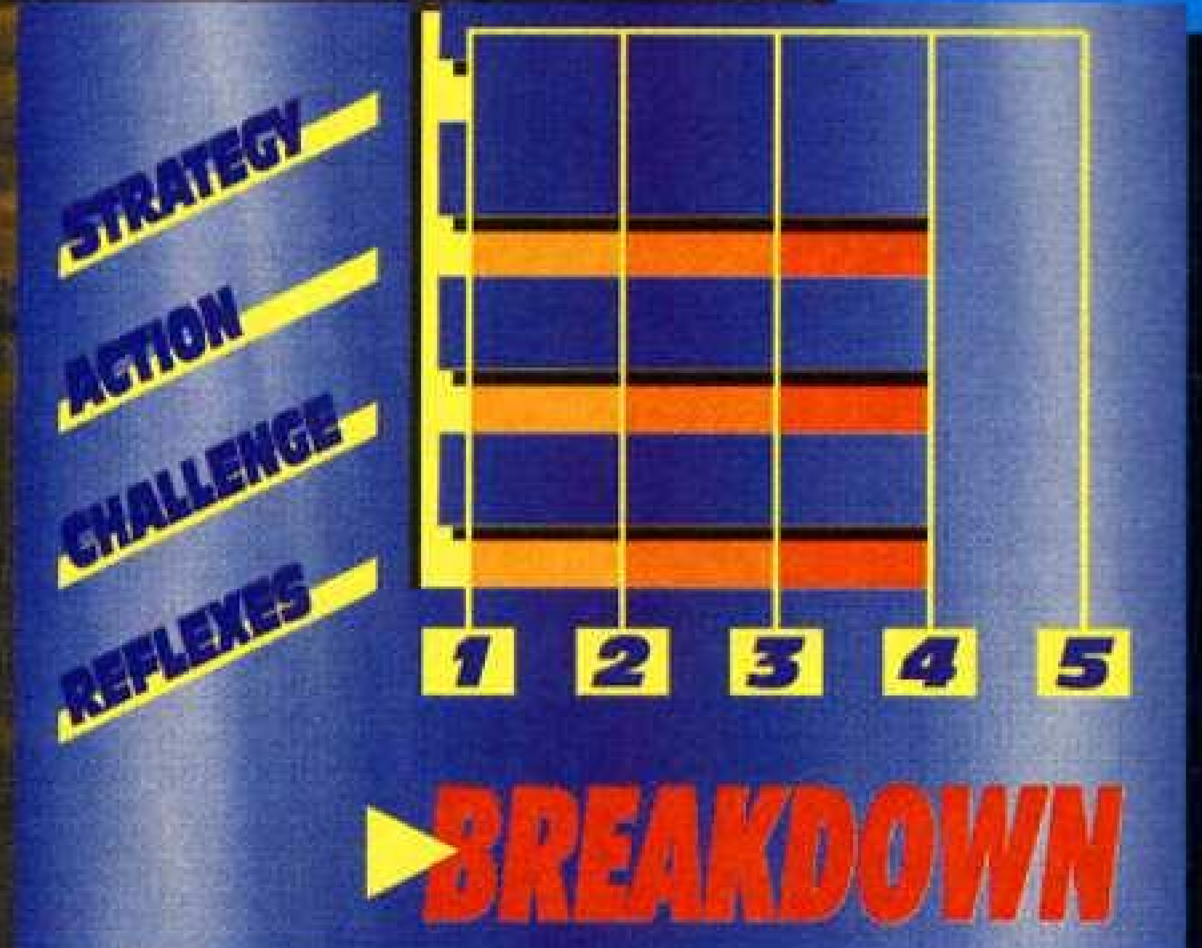
Gods isn't just mythological massacre, and there are some cerebral moments, too. These consists of little teasers which yield bonuses. At first they are simple affairs which involve arranging switches, but they soon toughen up as progress is made - for instance, the problem of an inaccessible key is solved by employing the attributes of the enemy.

COMMENT

JAZ

Having played the Megadrive version already, I'm quite surprised to find that the graphics in this version aren't so good. Still, it's a faster game and the sound effects are much better. The big gripe I have is with the rather cumbersome control method - you can't fire and duck, climbing ladders is very fiddly and precise, you can't go straight from looking up to a jump and also the object collection system is really awkward. This is all rather stupid when you consider that there are four buttons on the joypad which aren't used. That aside, Gods is an involved and tricky platform game which has plenty of action and some decent, if occasionally obscure puzzles. It's challenging and the gameplay is nicely balanced to keep you playing. There are better platform games available on Super NES, but if you're after something with more original features than most, this is well worth taking a look at.

RATINGS



PRESENTATION

▲ A nice (but short) intro and a highly-useful password option.

▼ Scant options and not a particularly lavish front-end.

80

GRAPHICS

▲ Good main sprite and clearly-defined icons.

▼ A surprisingly blocky and drab feel to the backdrops.

83

SOUND

▲ Highly noticeable use of stereo, and great FX.

▼ The music is good, but far from atmospheric. More disco than epic.

81

PLAYABILITY

▲ The high speed action and involved gameplay is gripping.

▼ The silly control method means occasional inaccuracy and frustration.

87

LASTABILITY

▲ 12 long levels of good solid action - and the odd surprise.

▼ There are no great changes in gameplay, just increasing difficulty.

86

OVERALL

A competent, speedy conversion of a fine computer platform game. Gods is visually appealing and tough to beat.

85

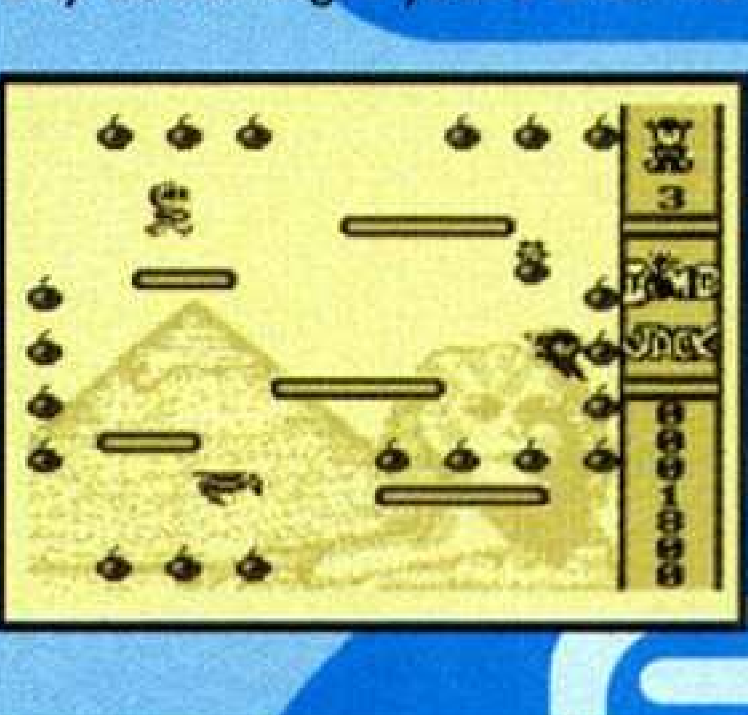
GAME BOY ROUND-UP

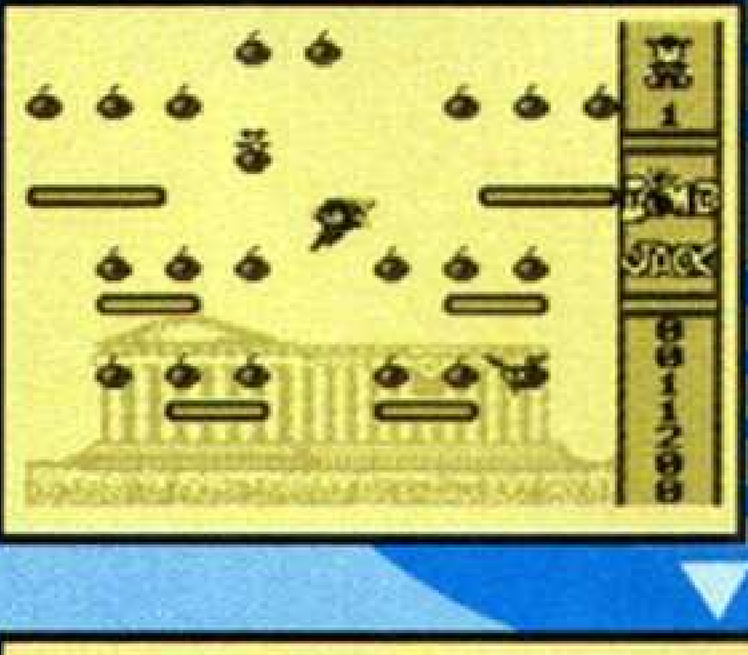
So many Game Boy games have been released recently that we simply haven't been able to cover them all, so rather than just ignore them, we've decided to get Steve "my rear's been given the all-clear" Merrett to play 'em all and bring you this comprehensive report.

BOMB JACK

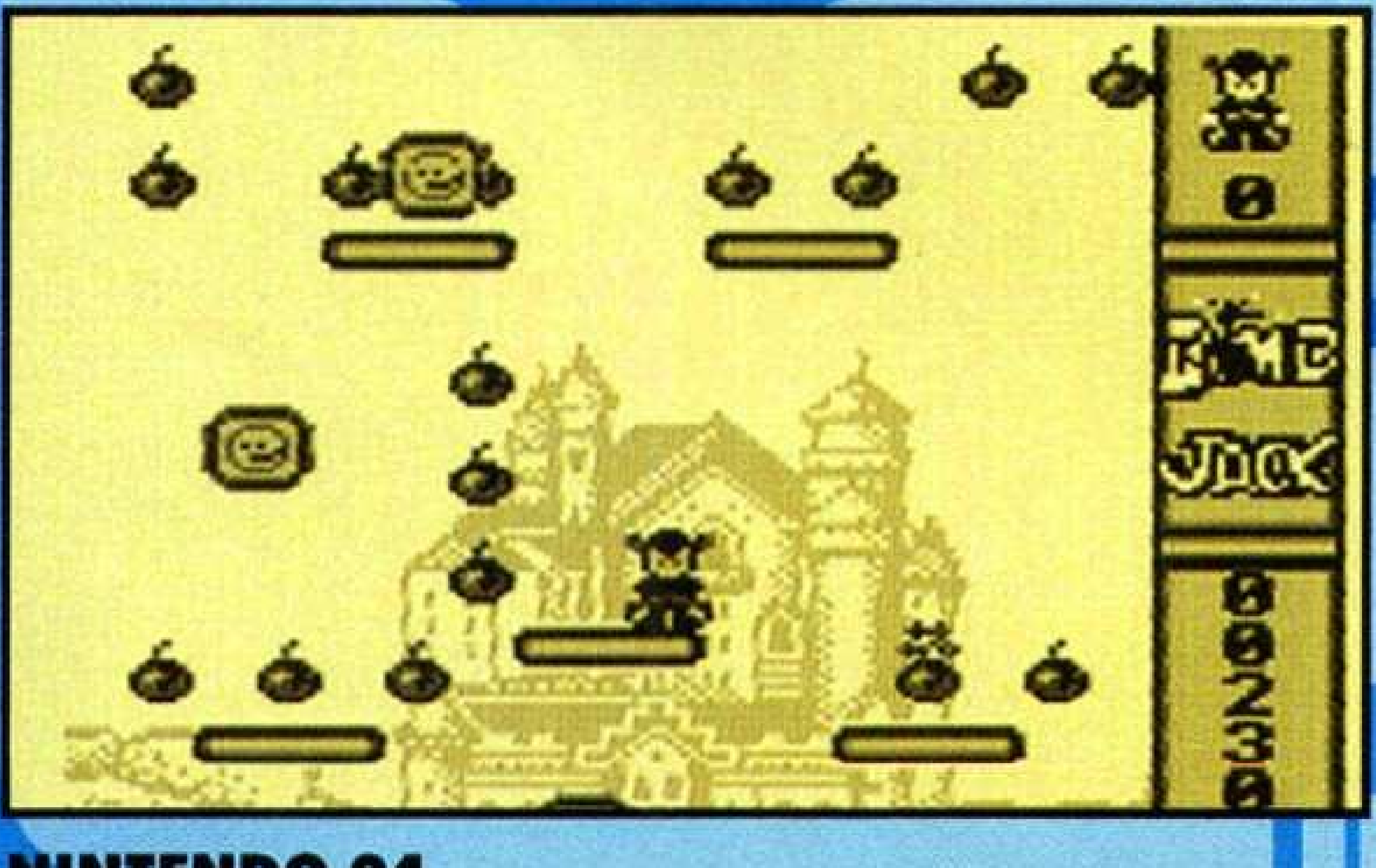
INFOGRAMES
£24.99
RELEASE:JANUARY

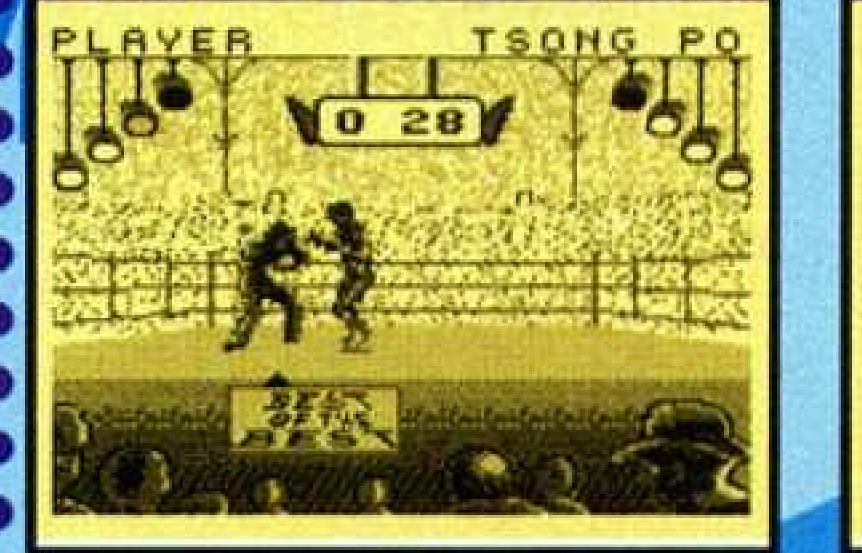
Bomb Jack makes his Game Boy debut eight years after he first hit the arcades! Basically, the eponymous caped hero flies around a series of screens, clearing them of bombs and avoiding the inevitable baddies who are out for his blood. The main problem with Bomb Jack is that there is so little to it. The basic bomb collection routine is fun in the short-term, but soon gets tiresome - and the five backdrops upon which the action is set against also prove extremely tedious. Although this repetition is is admittedly a fault of the aging coin-op, there is no way I could justify recommending Bomb Jack as it is just too simple.

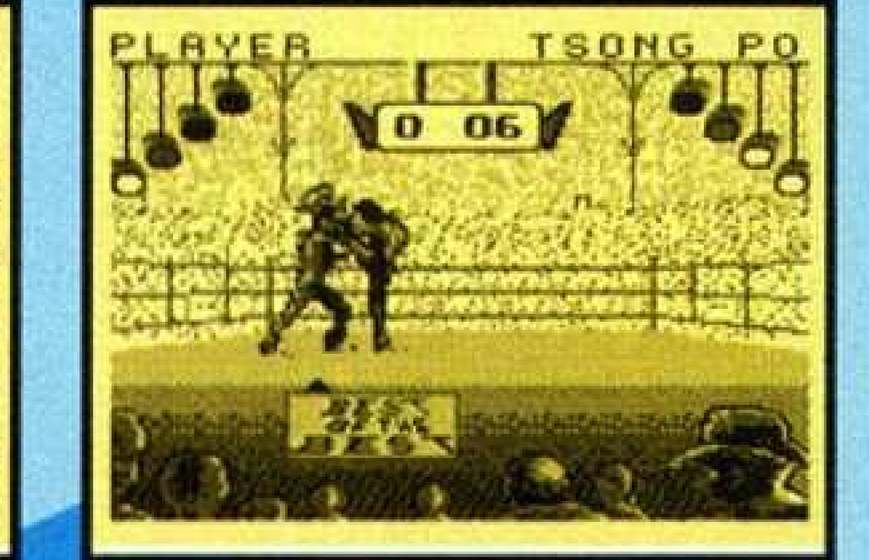


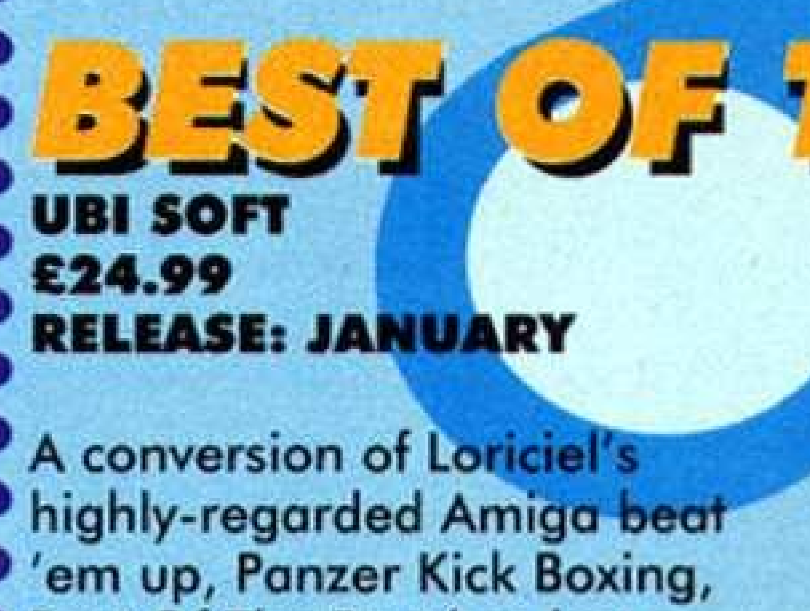


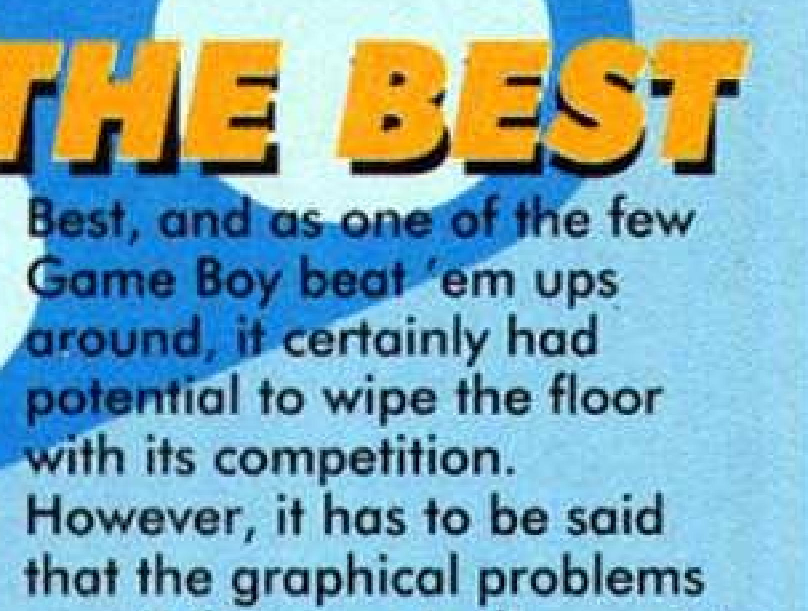
PRESENTATION	**64%**
GRAPHICS	**63%**
SOUND	**54%**
PLAYABILITY	**73%**
LASTABILITY	**51%**
OVERALL	**68%**











BEST OF THE BEST

UBI SOFT
£24.99
RELEASE: JANUARY

A conversion of Loriciel's highly-regarded Amiga beat 'em up, Panzer Kick Boxing, Best Of The Best has lost a great deal in its transition to the Game Boy's monochromatic screen. Admittedly, it is an admirable effort which somehow manages to cram in all the training and fighting features which made the Amiga original so much fun to play, but whereas the Amiga showcases all the necessary animation, the Game Boy version's sprites look indistinct and muggy. This is a real pity as there is a great deal of content in Best of The Best, and as one of the few Game Boy beat 'em ups around, it certainly had potential to wipe the floor with its competition. However, it has to be said that the graphical problems aren't the game's disappointment. The opposing fighters lack real challenge and prove to be a all too easy to beat. This, when added to the aforementioned aesthetic minus points, KO's what could have otherwise been an excellent conversion.

PRESENTATION	**83%**
GRAPHICS	**79%**
SOUND	**54%**
PLAYABILITY	**66%**
LASTABILITY	**63%**
OVERALL	**65%**

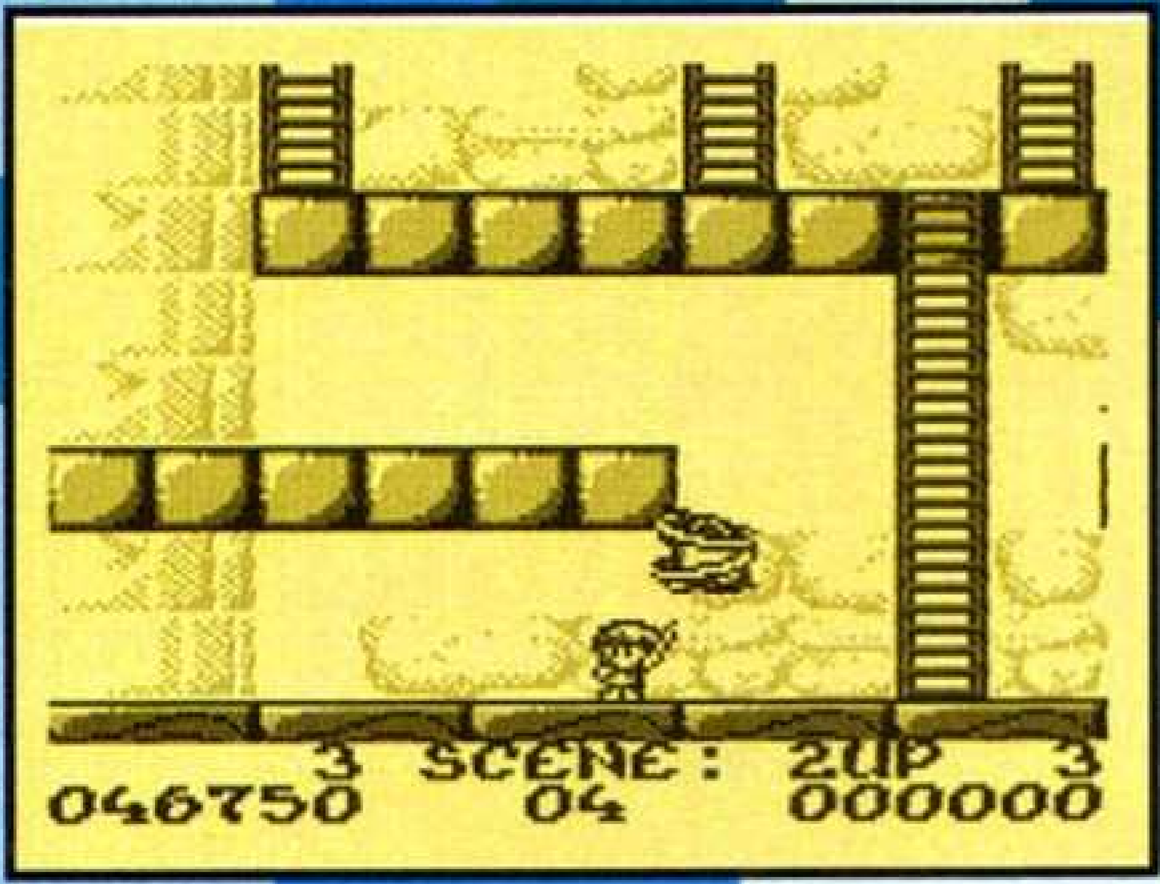
RODLAND

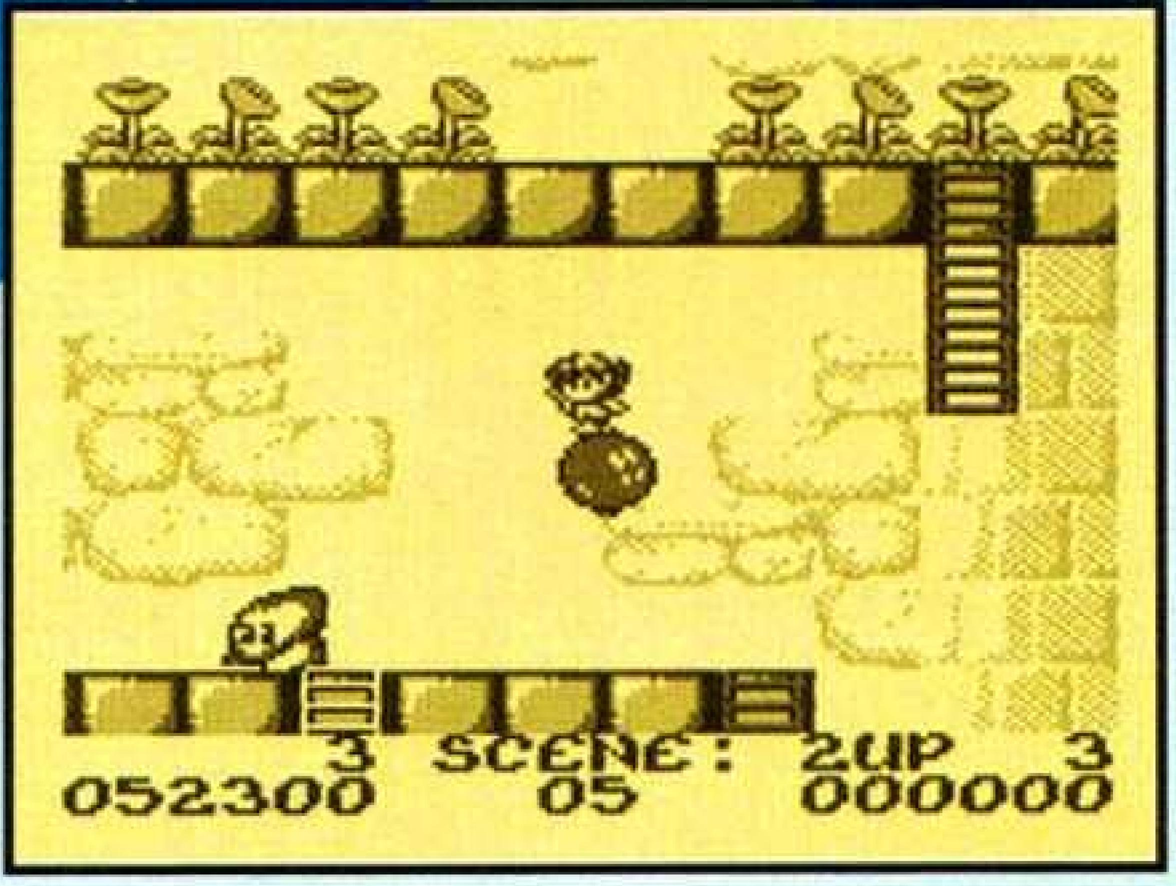
STORM
£24.99
RELEASE: JANUARY

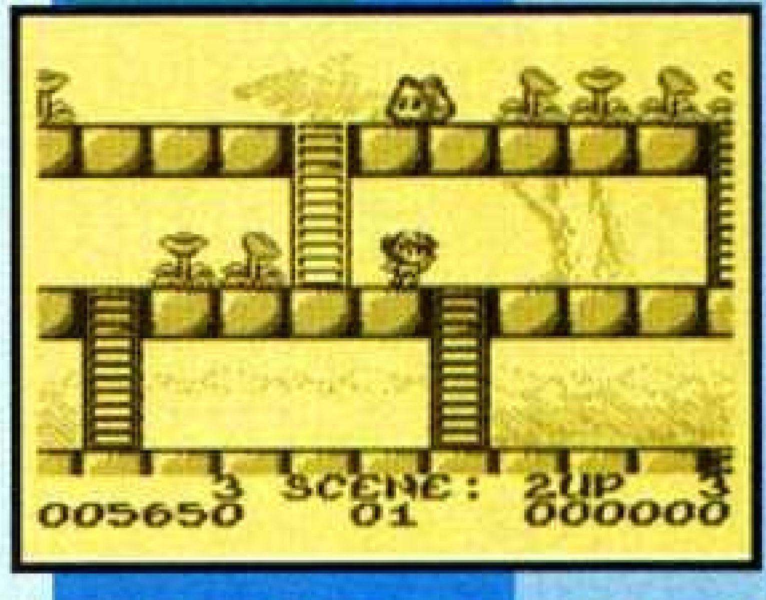
Yet another cutesy coin-op hits the Game Boy as Storm bring the platform-based adventures of Tam and Rit to your handheld.

Featuring eighty levels of simplistic action, the player guides Tam or Rit as they clear each screen of nasties. Rodland has made it over to the Game Boy extremely well, with all the coin-op's many intermission screens and bonus stages surviving the conversion. The gameplay itself is also true to the coin-op, with the difficulty level growing as the player progresses. Admittedly, the screens aren't particularly varied and the task of hitting the nasties with your stick proves a mite repetitive, but Rodland is an interesting - if short-lived - little number.

PRESENTATION	**74%**
GRAPHICS	**83%**
SOUND	**78%**
PLAYABILITY	**86%**
LASTABILITY	**73%**
OVERALL	**74%**





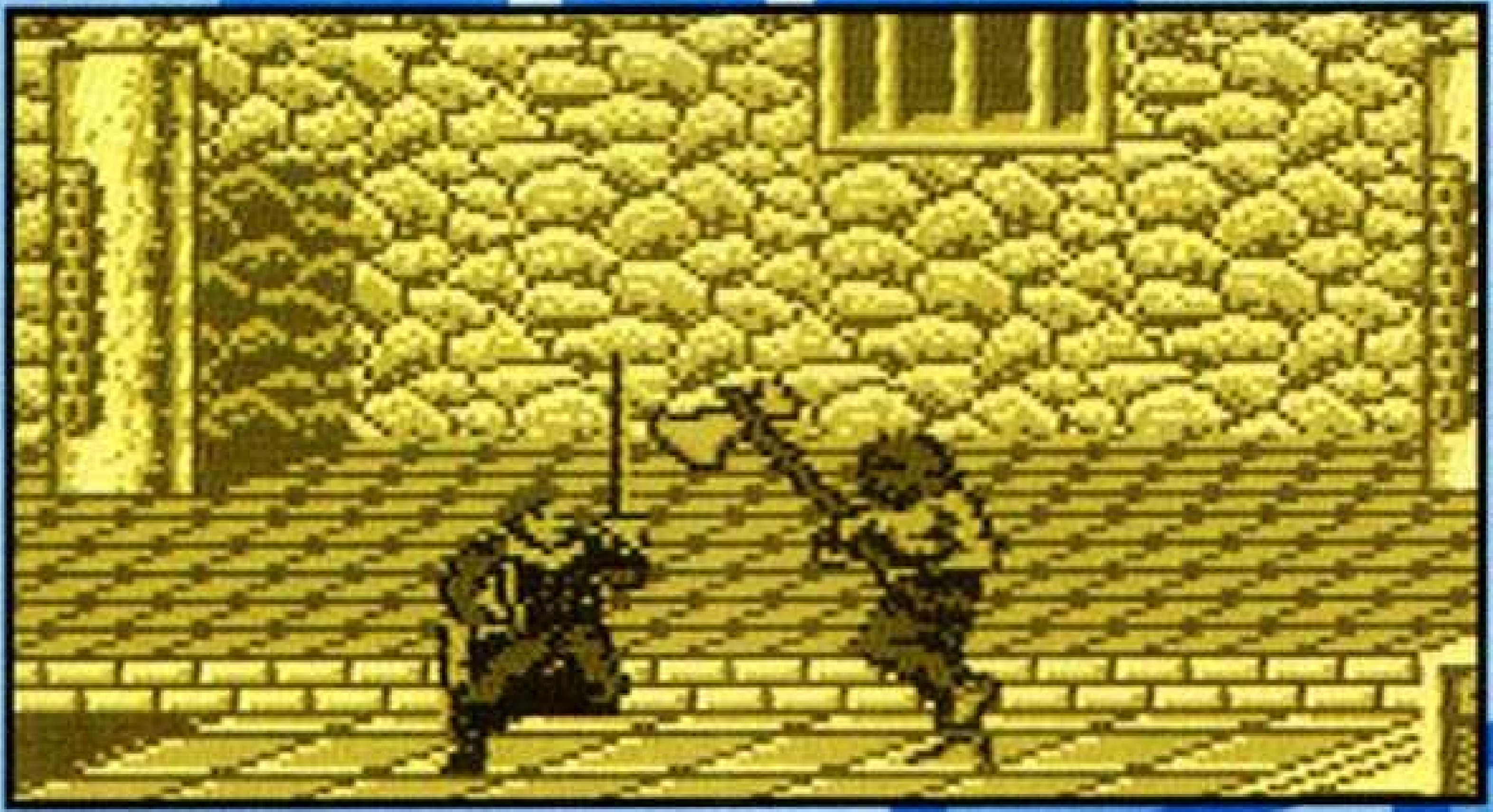


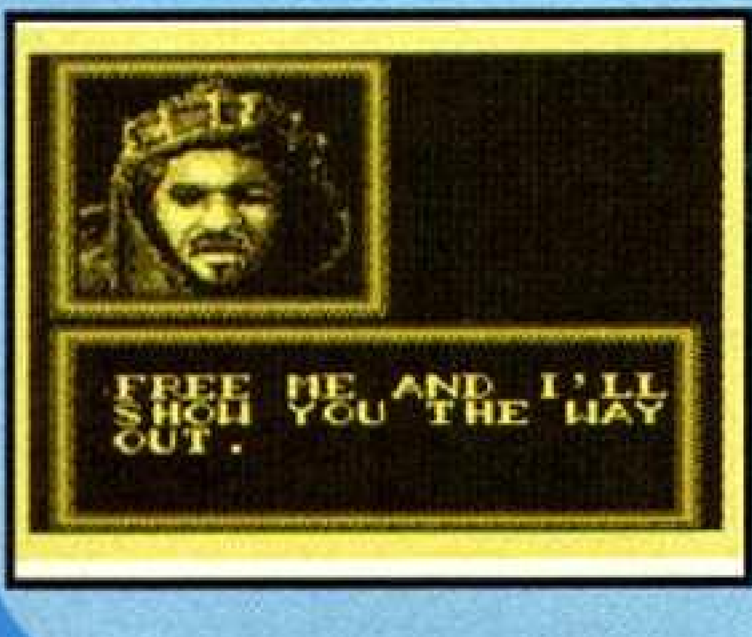
ROBIN HOOD

MINDSCAPE
£24.99
RELEASE:JANUARY

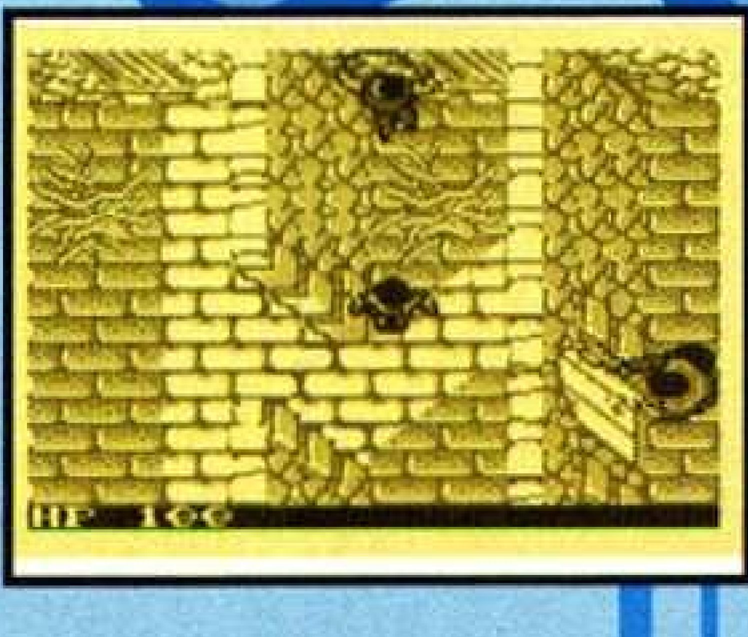
Although it may not look the most exciting game in the world, Robin Hood is deceptively large and the assorted object-related puzzles (most of which involve finding locks for doors) are easy to solve. Control is equally good, with Robin searching each screen for clues and goodies, and there is even a level of interaction where information is gleaned from people you meet on the way. It would have been so easy for Mindscape to have copped out and made Robin Hood a platform game with end-of-level Bosses, but instead they have taken the wisest route and come up with an excellent, original game in the process. Well worth a look.

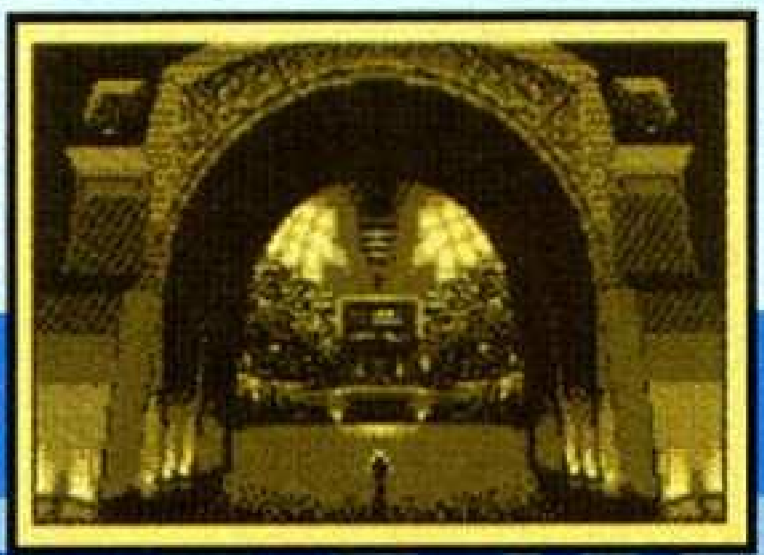
PRESENTATION	**79%**
GRAPHICS	**78%**
SOUND	**77%**
PLAYABILITY	**91%**
LASTABILITY	**84%**
OVERALL	**88%**

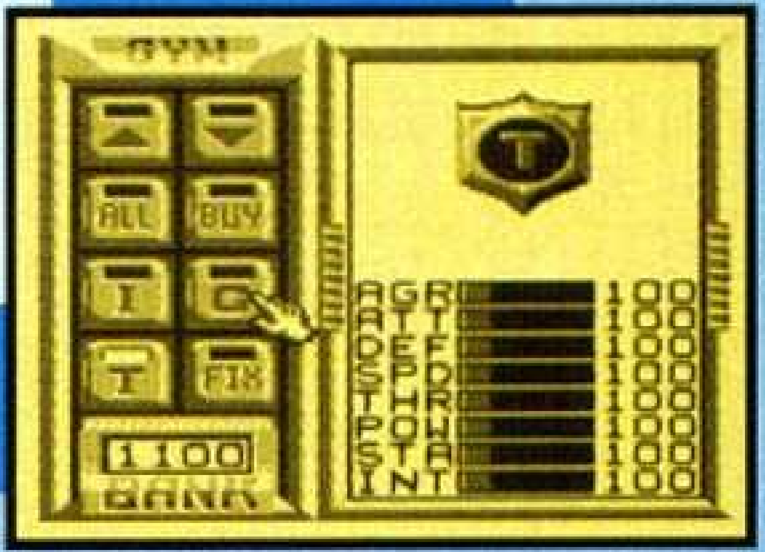


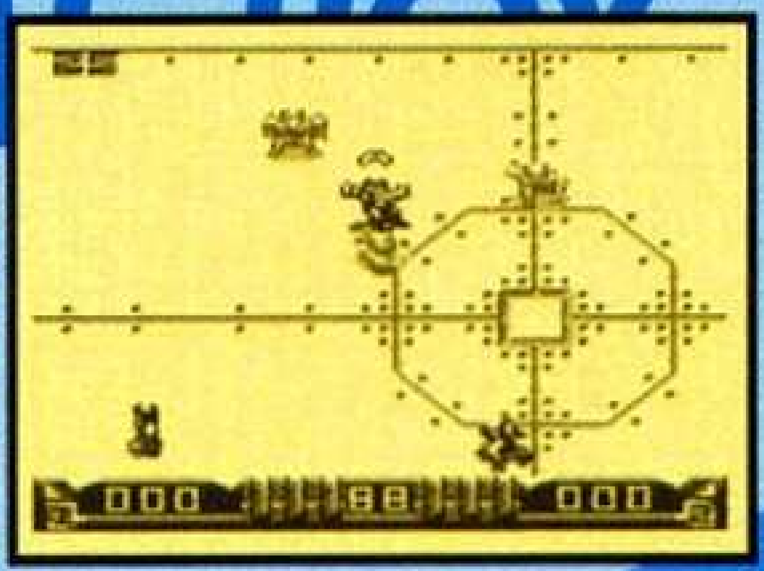


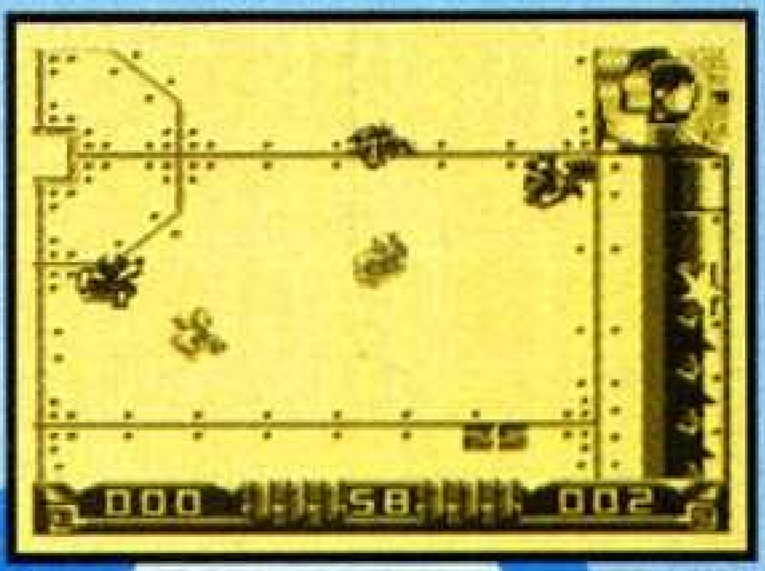
FREE ME AND I'LL SHOW YOU THE WAY OUT.







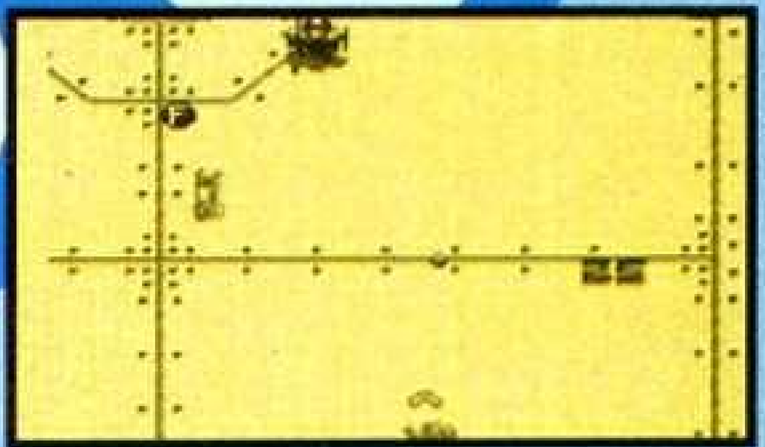




SPEEDBALL II

MINDSCAPE
£24.99
RELEASE:JANUARY

A more violent version of American Football, the basic aim of Speedball II is to score more goals than your opponent - using whatever violent methods you feel necessary. As a result, loads of punching, kicking and shoving interrupt the occasional long shot as you attempt to somehow bundle the ball past your opponent's 'keeper. Now, this is fine in theory, but whenever the Game Boy screen tries to keep up with this fast-paced action, it fails miserably, reducing the attractive sprites to nothing more than blurry blobs, which in turn makes accurate passing extremely difficult - and bearing in mind this is integral to the action, this is a major fault. Fans of the original may be able to tolerate such niggles, but the rest of us are probably better off not trying.

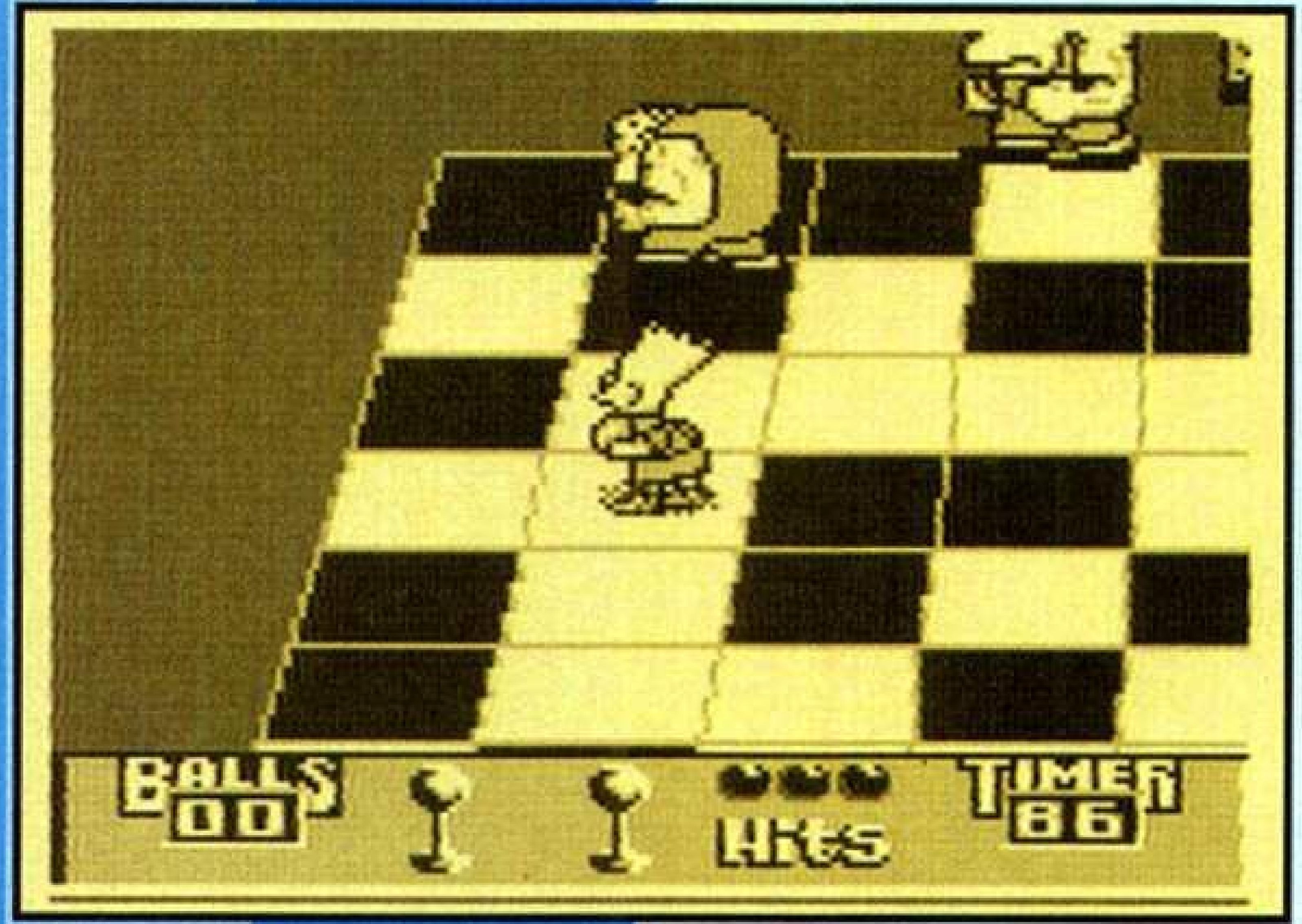


PRESENTATION	**82%**
GRAPHICS	**78%**
SOUND	**66%**
PLAYABILITY	**70%**
LASTABILITY	**60%**
OVERALL	**65%**

GAME BOY ROUND-UP

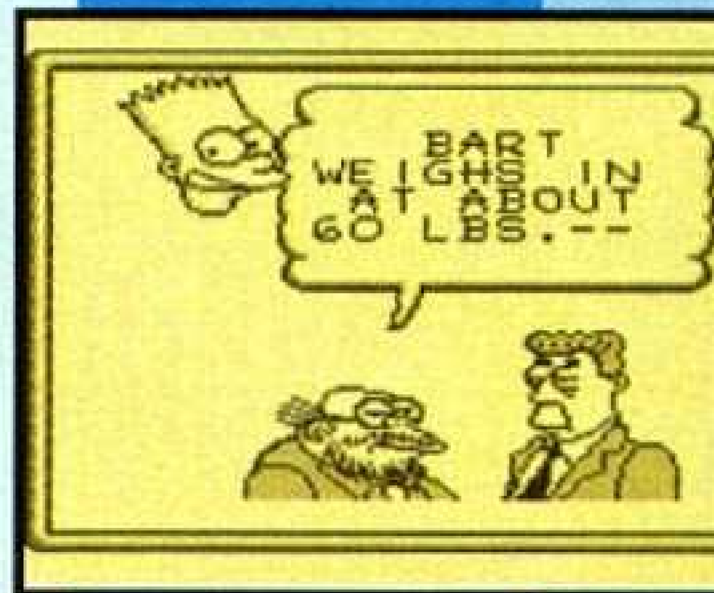
BART Vs THE JUGGERNAUTS

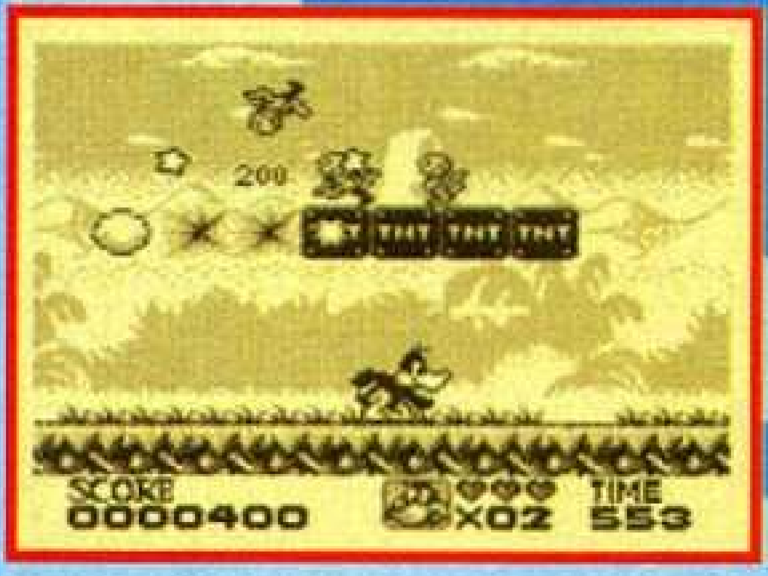
ACCLAIM
£24.99
RELEASE:OUT NOW

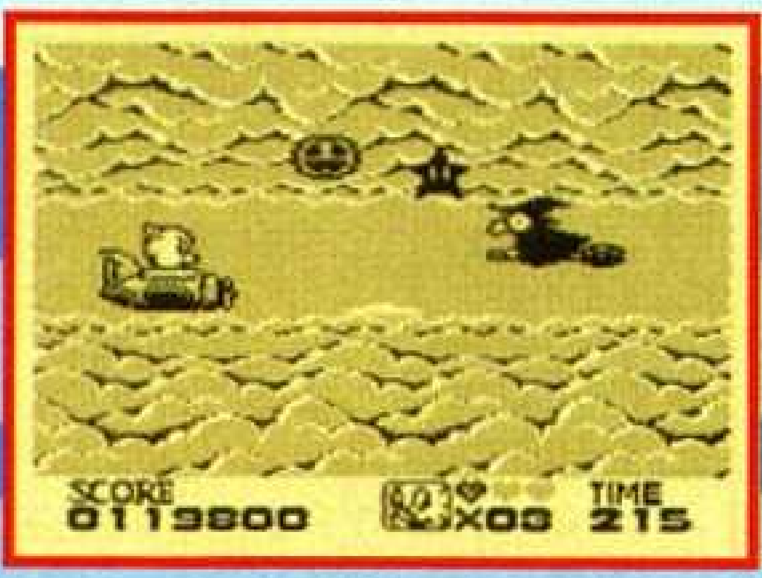


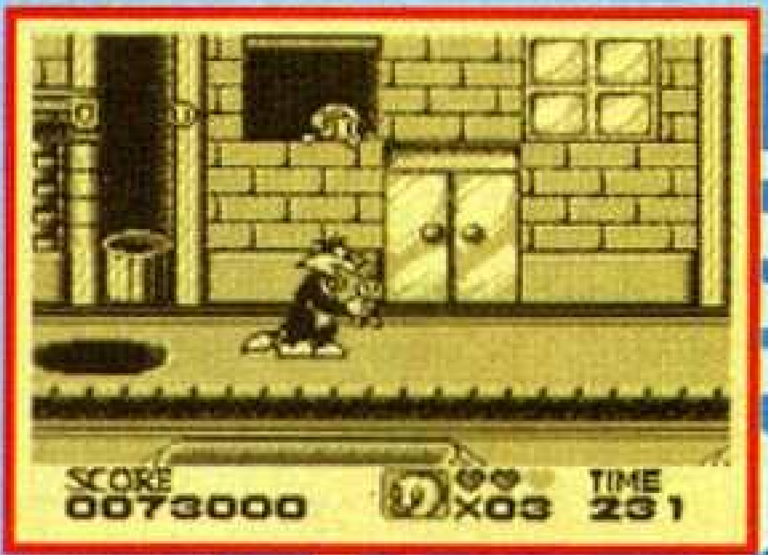
The main trouble with Bart Vs The Juggernauts is that it is initially too hard to get into. The first events have to be completed before the others are wheeled on, and the score that Bart has been set to reach proves frustrating to attain. This is a real pity, as the first two events are by no means the best of the bunch, and whilst they are still fun to attempt, it isn't until Bart gets to beat up a Juggernaut with an over-sized cotton bud that things start to hot up. Not a bad game, but too hard for its own good and by no means the best Simpsons game to leave Acclaim's stable.

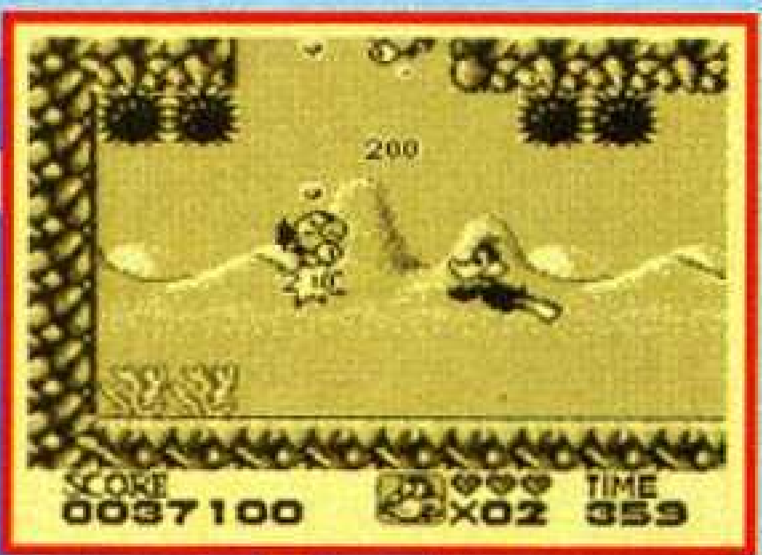
PRESENTATION	**90%**
GRAPHICS	**92%**
SOUND	**77%**
PLAYABILITY	**73%**
LASTABILITY	**68%**
OVERALL	**71%**


BART WEIGHS IN AT ABOUT 60 LBS.--









LOONEY TUNES

SUNSOFT
£24.99
RELEASE:JANUARY

The zany world of Looney Tunes explodes onto the Game Boy with a variety of different game styles. During the course of the game, Daffy Duck takes a dip in the sea and, armed with a frisbee, battles against Yosemite Sam before coming beak-to-fin with a giant angler fish. In addition, Tweety-Pie is chased down an alley by Sylvester the Cat and Porky the Pig takes to the skies in a shoot-em-up section - and they said that pigs can't fly! You only have to watch Speedy Gonzales dance a whistling Egyptian Mummy into submission to realise that Looney Tunes contains enough humour and pleasant touches to please any kid. Whatever the age

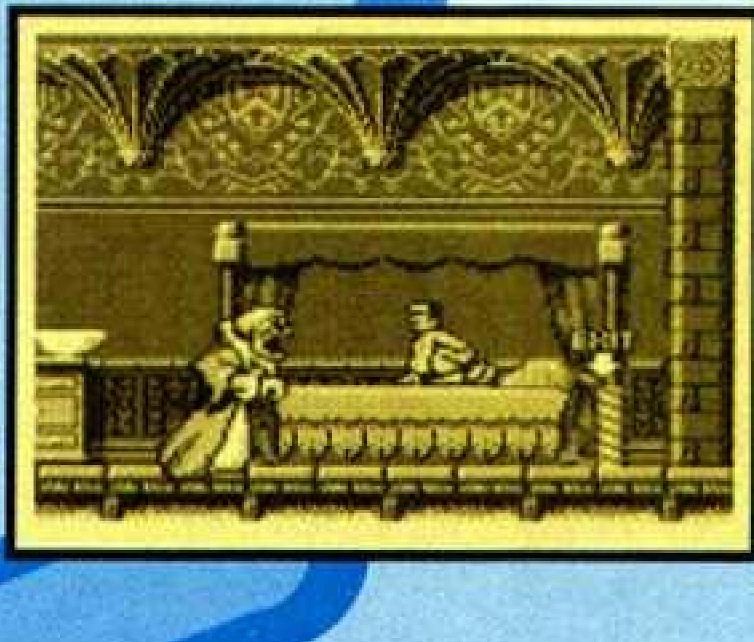
PRESENTATION	**79%**
GRAPHICS	**92%**
SOUND	**86%**
PLAYABILITY	**91%**
LASTABILITY	**87%**
OVERALL	**90%**

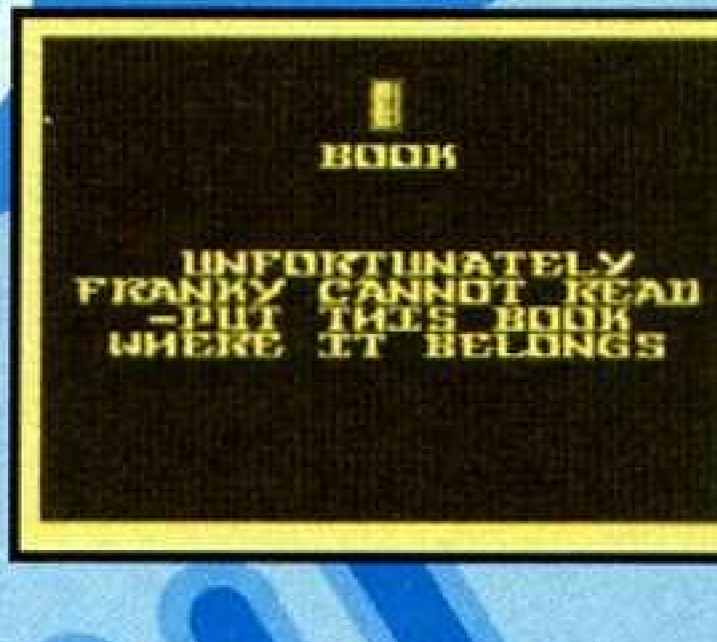
DR FRANKEN

ELITE
£24.99
RELEASE:OUT NOW

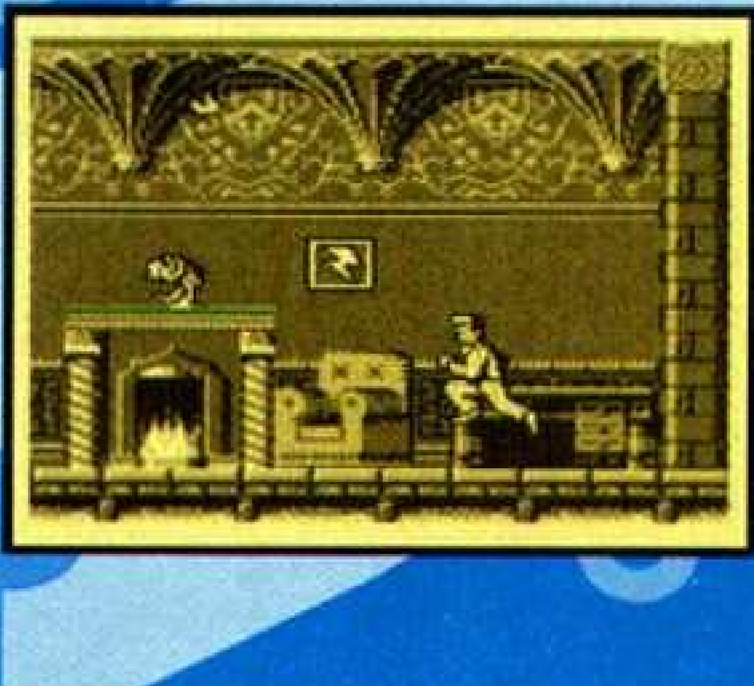
Dr Franken renders the player helpless against its relentless addictive qualities. Be warned, however, that the game is so incredibly huge that it really is advisable to make maps as you go along. Otherwise the sheer size of Franken's task may be too overbearing and spoil your enjoyment. Thankfully, though, Elite have included a password system to make this possible. Dr Franken is nice to look at and fun to play. The pleasant blend of platform adventure with the usual platform type aspect work well together and is pieced together nicely with great graphics and pleasant tunes. Don't miss it.

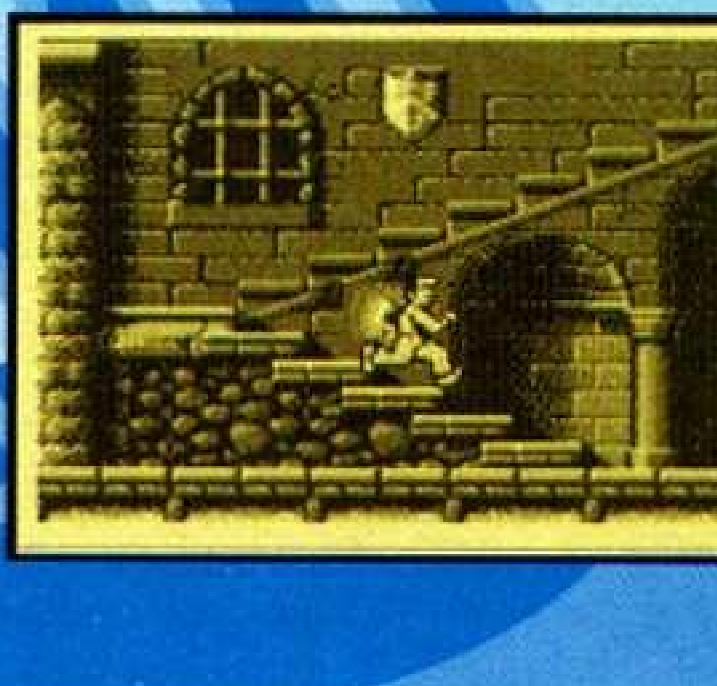
PRESENTATION	**79%**
GRAPHICS	**95%**
SOUND	**82%**
PLAYABILITY	**93%**
LASTABILITY	**91%**
OVERALL	**92%**




BOOK

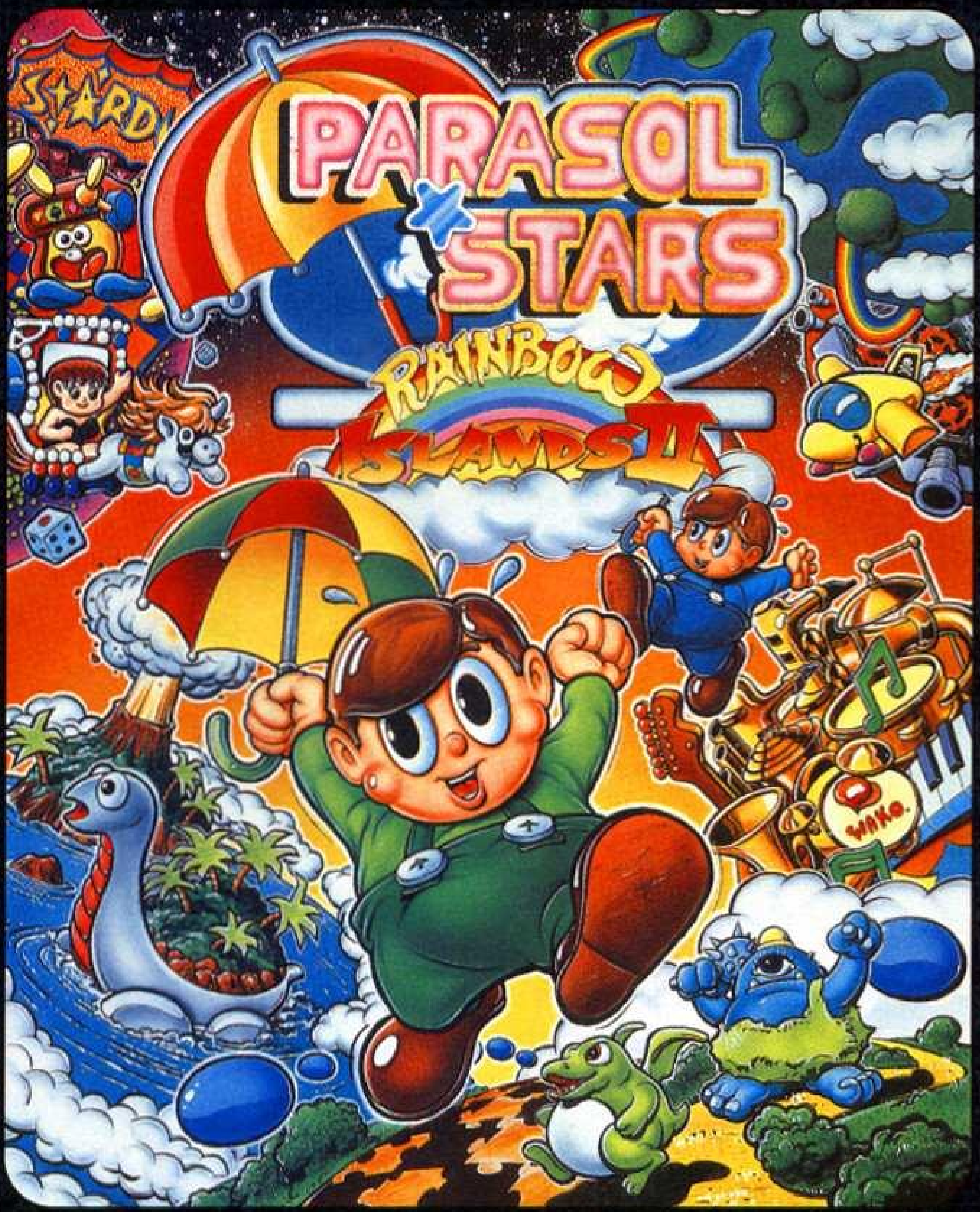
UNFORTUNATELY FRANKY CANNOT READ -PUT THIS BOOK WHERE IT BELONGS





Nintendo
ENTERTAINMENT SYSTEM™

GAME BOY™



Get ready for some finger-searing action

as BUB and BOB blast their way onto your computer screen. Use four kinds of elements - Fire, Water, Lightning and Star - to overcome wave upon wave of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn! Whether you play alone or with a friend, stay alert!... Your only hope of reaching the final showdown is to unlock the secret of PARASOL STARS™!

Original
Nintendo
Seal of
Quality
TM

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REVIEW

NINTENDO

1 PLAYER

2 MEG

PLT GAME

FELIX THE CAT
HI-SCORE 10000
1992 HUDSON SOFT
FELIX THE CAT PRODUCTIONS, INC.
Licensed by Nintendo

PRICE:TBA
BY:HUDSON SOFT

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
3
SKILL LEVELS
1
RESPONSIVENESS
GREAT
1ST DAY SCORE
300,000
ORIGIN
A platform game based on the wacky adventures of the ancient (and recently-resurrected) cartoon star Felix the Cat (ex-pal of Betty Boop).

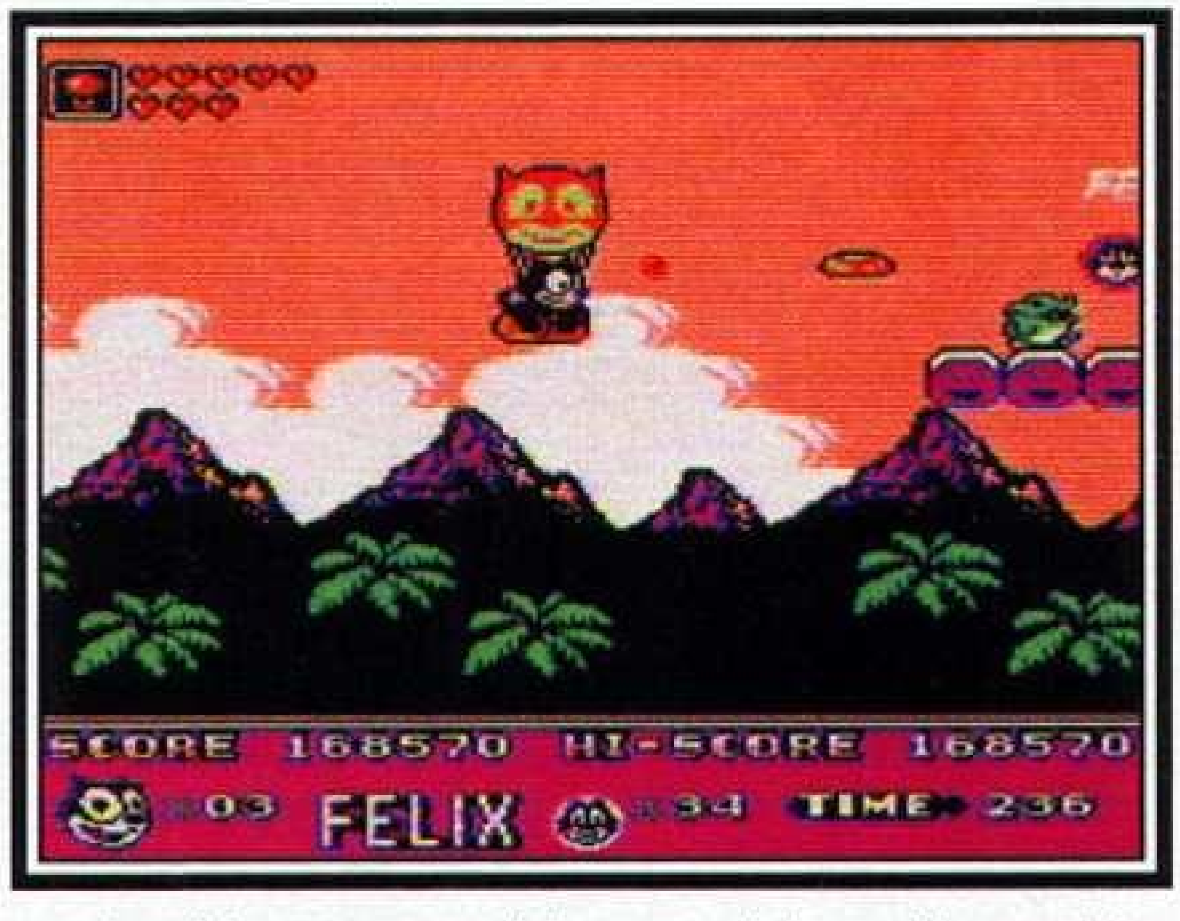
FELI

THE MOS

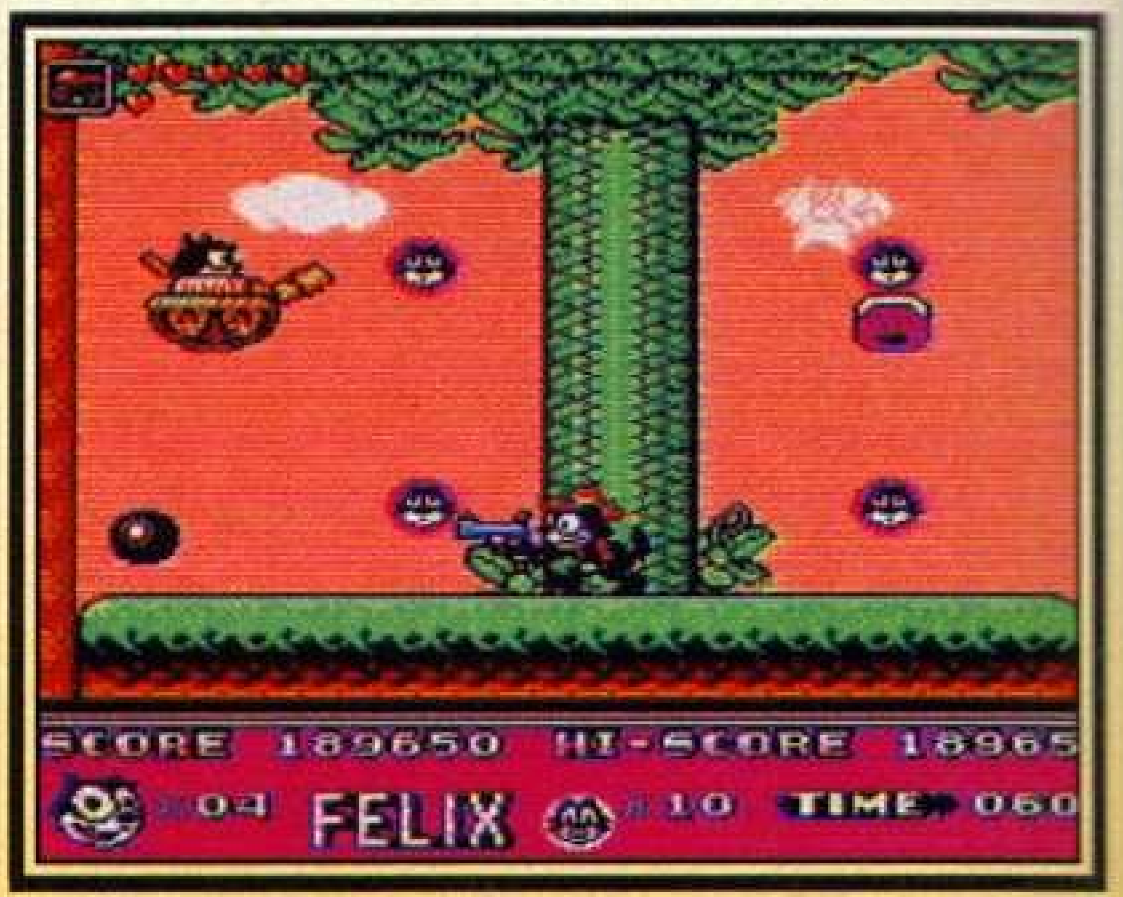
Life's tough amongst the ranks of has-been cartoon stars. Old favourites like Tom and Jerry and the Tasmanian Devil are forced to compete for plum scripts in console games in the vain hope of a career comeback, whilst newcomers such as The Simpsons and Ren and Stimpy coin in the big bucks.

Still, just think how bad things are for Felix the Cat. If it wasn't bad enough that he's touching 60 years-old, Hudson Soft are now forcing him to traverse nine sprawling platform levels filled with monsters, traps and puzzles - with only a magic bag to assist him. Why? Well, after making his name co-starring with Betty Boop in the early years, Felix was eventually given his own cartoon series. Sadly, as Donny Osmond will tell anybody, fame comes and goes and Felix was soon on the cartoon scrapheap, unable to even land a bit part in a Mr Magoo short. In addition, the one crack at a return Felix was given resulted in a dire feature-length cartoon which flopped dismally.

As if this wasn't bad enough, a mad scientist, enraged at paying three quid to see Felix's so-called comeback, has kidnapped the fading star's girlfriend. Thus, the monochromatic moggie enters a world of untold danger armed with just the aforementioned bag and whatever he collects along the way - and they say a dog's life is bad...



▲ Felix craftily manages to avoid the swamp with the use of his trusty balloon power-up.



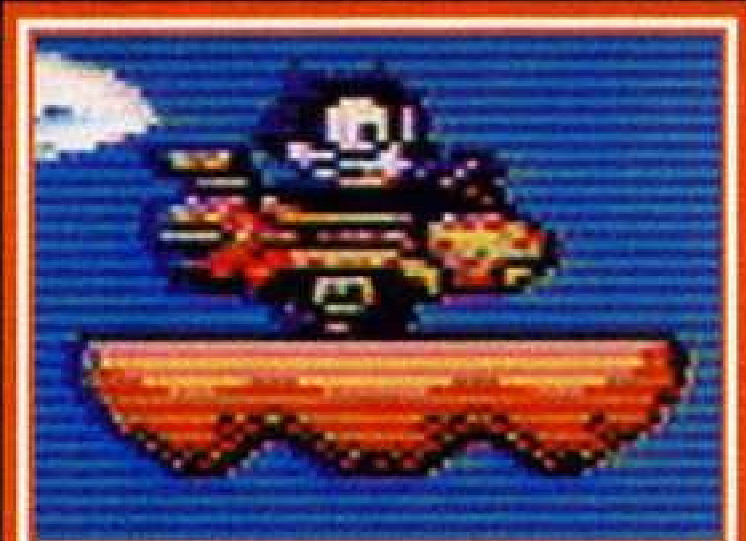
ROLY-POLY FELIX HEADS

Felix's magic powers are supplemented by the magic Felix head symbols scattered liberally throughout each level. Collecting one head boosts Felix's point total, and collecting 100 grants the feline with an extra life. However, hidden behind certain heads are even greater bonuses. Hearts bump Felix's magic level up a level, whilst milk bottles appear in threes and are worth 500 points each. They also replenish his ever-decreasing magic bar should it start to run low.

HAVE A HEART

Whereas most cats have to make do with nine lives, Felix has powers and abilities far beyond those of mortal men and mammals - his fantastic way with magic, for example. Every so often, Felix chances upon a heart which raises his magic rating by one, giving him a new weapon or vehicle. However, if Felix comes a cropper at all, he is regressed a level until he is unarmed and killed. Magic ratings are also lost if the small hearts bar in the corner of the screen is fully depleted as the time-limit expires. The items available for each level are detailed here:

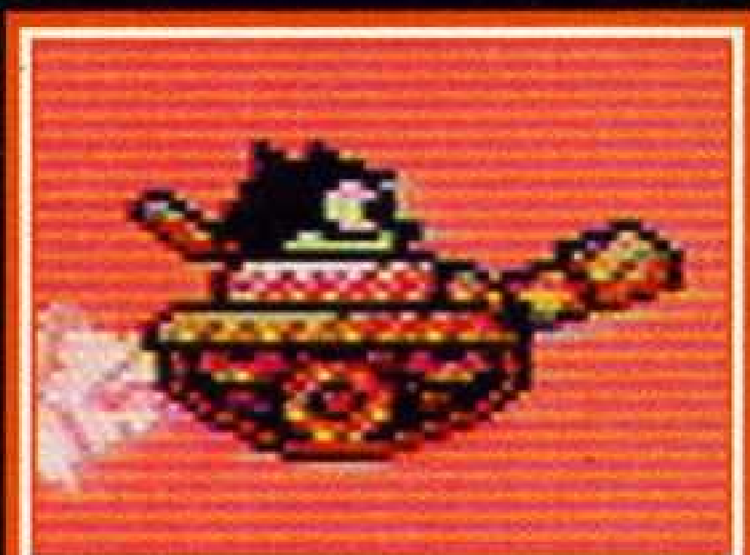
LAND-LOCKED LEVELS
LEVEL ONE - NO HEARTS - FELIX. Felix wanders around with just a spring-loaded boxing gloves to defend himself.



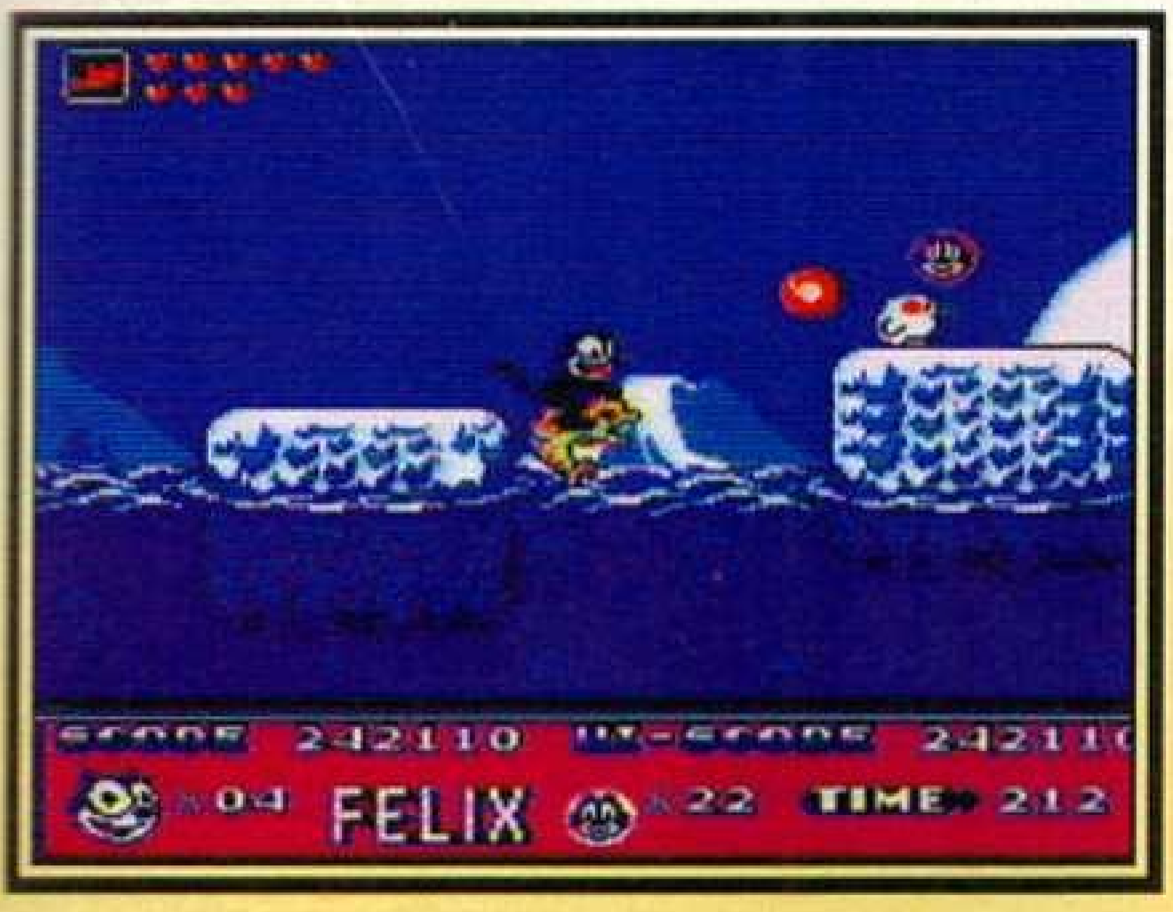
LEVEL TWO - ONE HEART - TOP HAT. Felix's top hat and cane allow him to shoot a ring of stars around his body, destroying anything they touch.

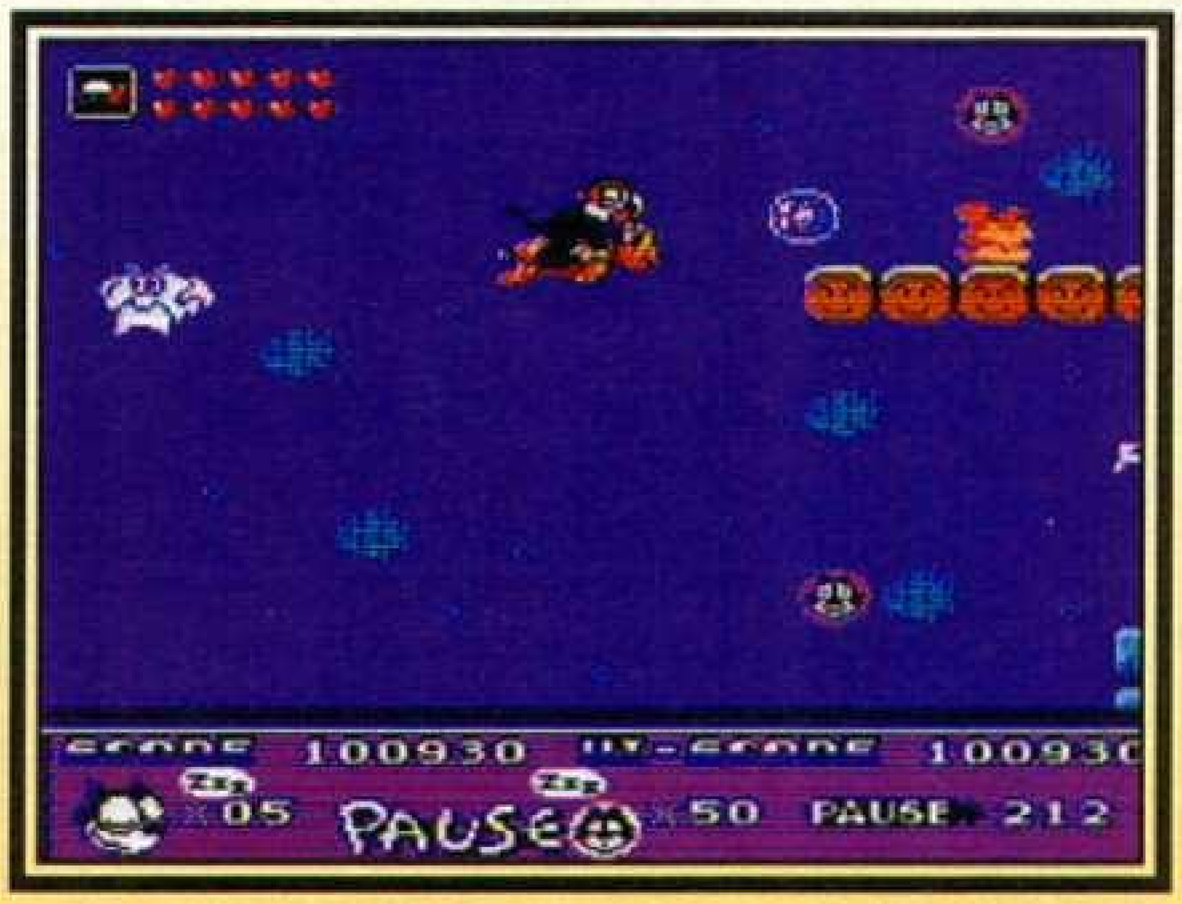
LEVEL THREE - TWO HEARTS - SCOOTER. Zips around like nobody's business, firing short-range missiles at Felix's enemies.

LEVEL FOUR - THREE HEARTS - TANK. Very nippy and, although its cannon is hard to aim, it's twice as powerful as any other weapon!



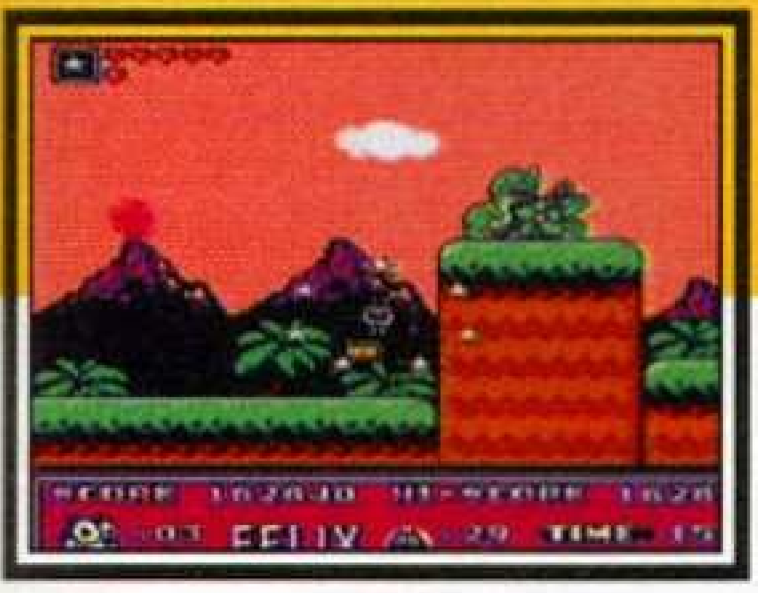
FLYING LEVELS
LEVEL ONE - NO HEARTS - UMBRELLA. Felix's magic umbrella enables him to float slowly around the screen. His trusty boxing glove is also by his side once more.
LEVEL TWO - ONE HEART - BALLOON. This hot air balloon is a little faster than the umbrel-





X THE CAT

T LOVABLE GUY YOU'VE EVER MET...



▲ Large green dinosaurs are just some of the terrors our feline friend will encounter as he travels through the swamp.

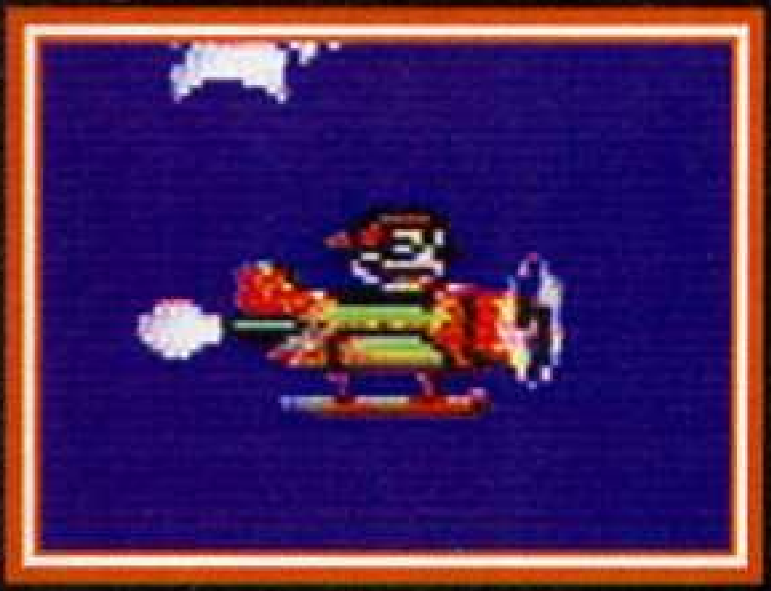
▲ Run, run you fool.

▲ What hideous horrors await Felix in the pyramid? No idea.

▲ Felix the cat action

la, and comes with an unlimited supply of deadly frisbees!

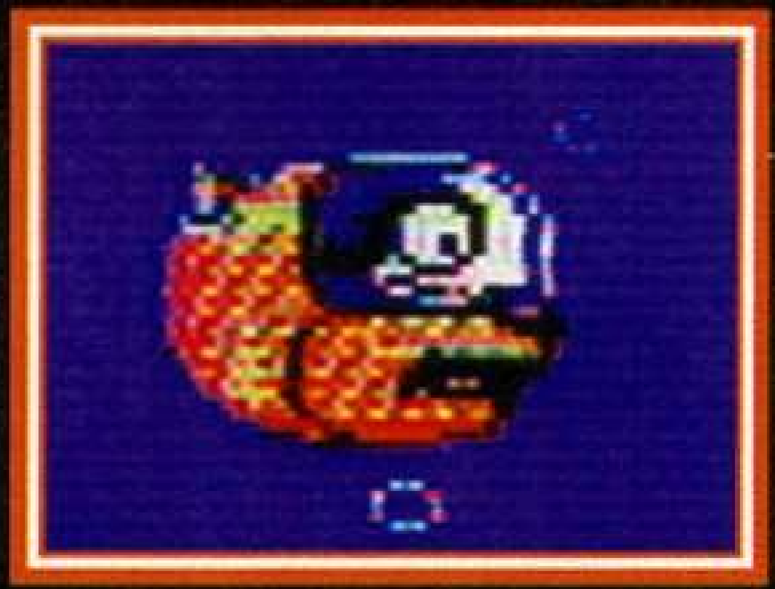
LEVEL THREE - TWO HEARTS - BIPLANE. Stealing what appears to be Snoopy's Sopwith Camel, Felix takes to the air - armed with a rather deadly cannon.



UNDERWATER LEVELS

LEVEL ONE - NO HEARTS - SCUBA KIT. Felix dusts off his old boxing glove once more as he dons his Scuba gear.

LEVEL TWO - ONE HEART - TURTLE. Fearsome Felix mounts a turtle on collecting his first heart, using its unique bubble-blowing capabilities to kill any oncoming nasties.

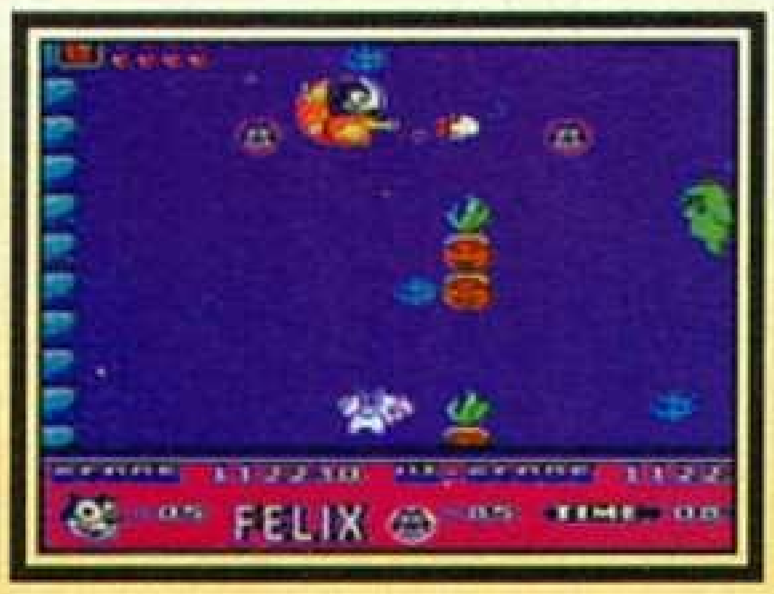


LEVEL THREE - TWO HEARTS - BATHYSPHERE. In his spherical underwater transport with mounted rocket launcher, Felix is truly a threat to the sub-sea menace.

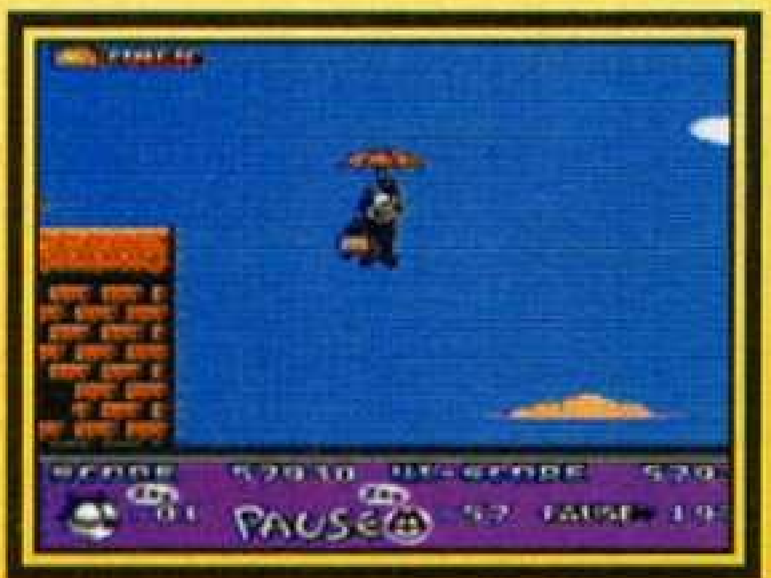
WATER SURFACE LEVELS

LEVEL ONE - NO HEARTS - DINGHY. A meagre inflatable dinghy and the ever-present boxing glove is Felix's initial defence against the terrors of the ocean.

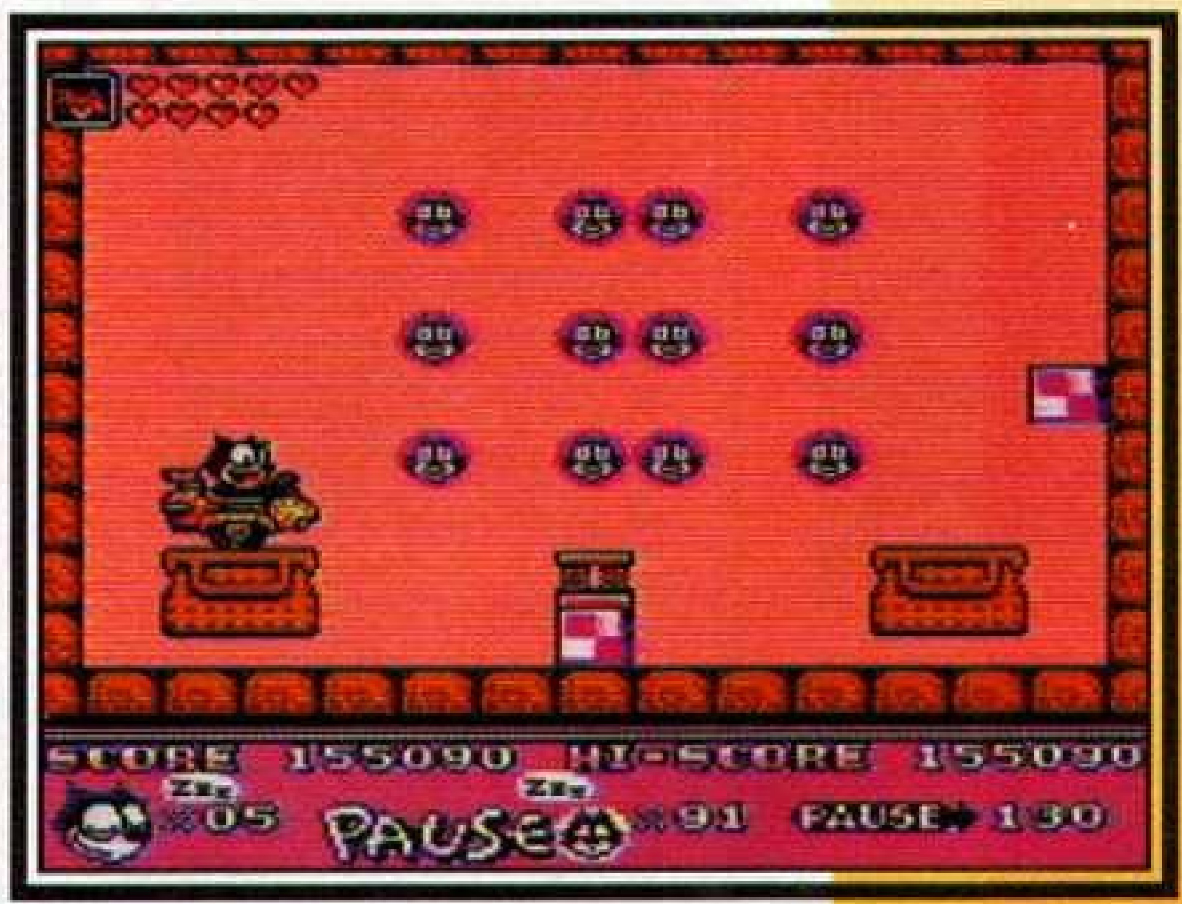
LEVEL TWO - ONE HEART - DOLPHIN. A friendly fire-breathing Dolphin is our hero's transport with a mere one heart under his belt.



▲ Much bathysphere-related hijinks are the order of the day in this wacky water wonder world.



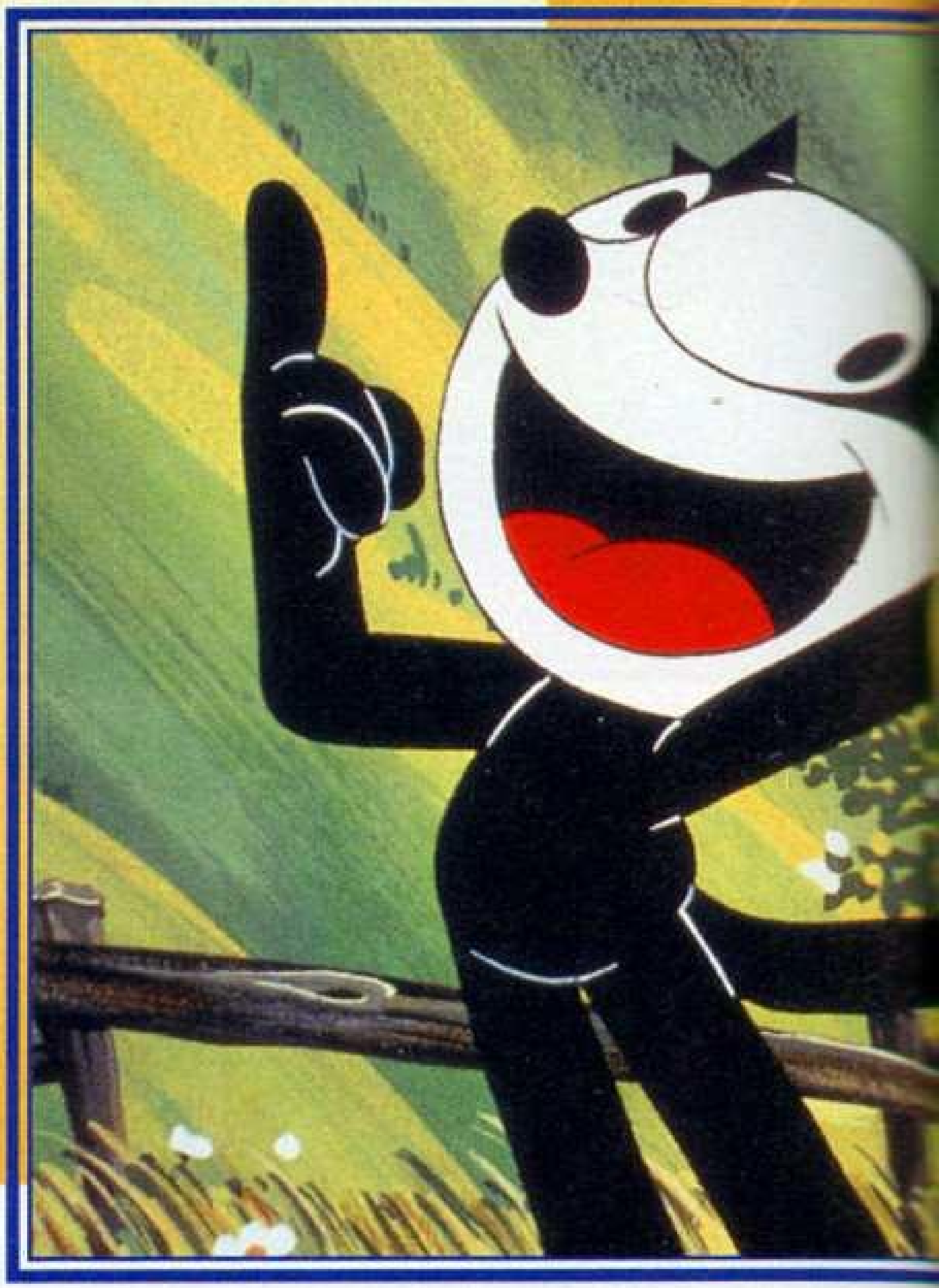
▲ If Mary Poppins can do it so can Felix.



▲ When inside the magic bag, Felix has the chance to increase his score by collecting as many icons as possible.

I NEVER KNEW THERE WAS SO MUCH IN IT

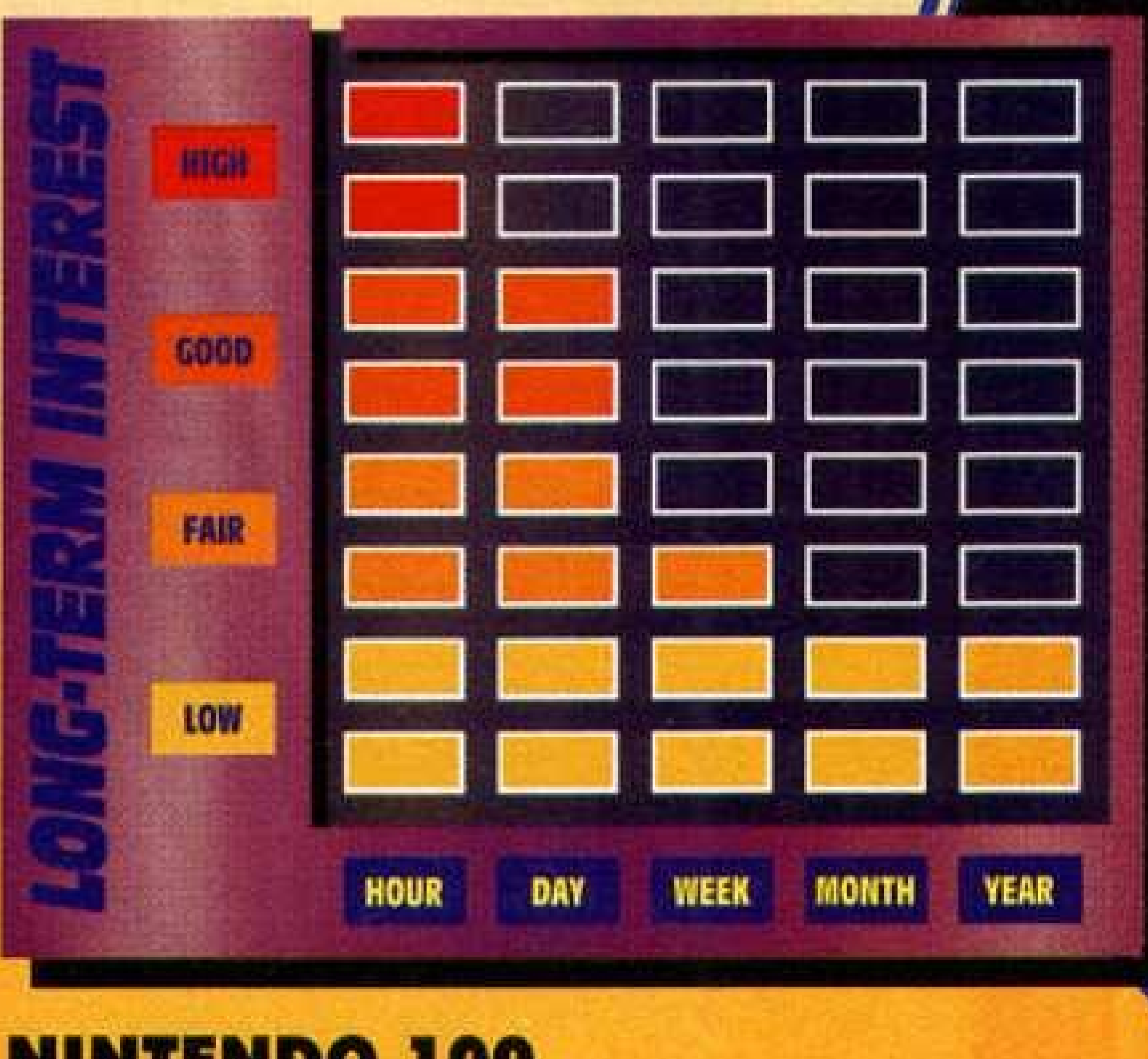
Although Felix's magic heads are fairly compact as mystic items go, he still needs something to carry large numbers of them in. This is where his magic bag comes in handy. It does more than hold such goodies, though, as our hero's many vehicles emerge from it, too! And if this wasn't enough, duplicate hold-alls hover mysteriously within some levels and are, in fact, the portals to numerous bonus-laden rooms. Once entered, these may feature two exits; one of which takes Felix back to his original location whilst the other warps him forward to the next level!

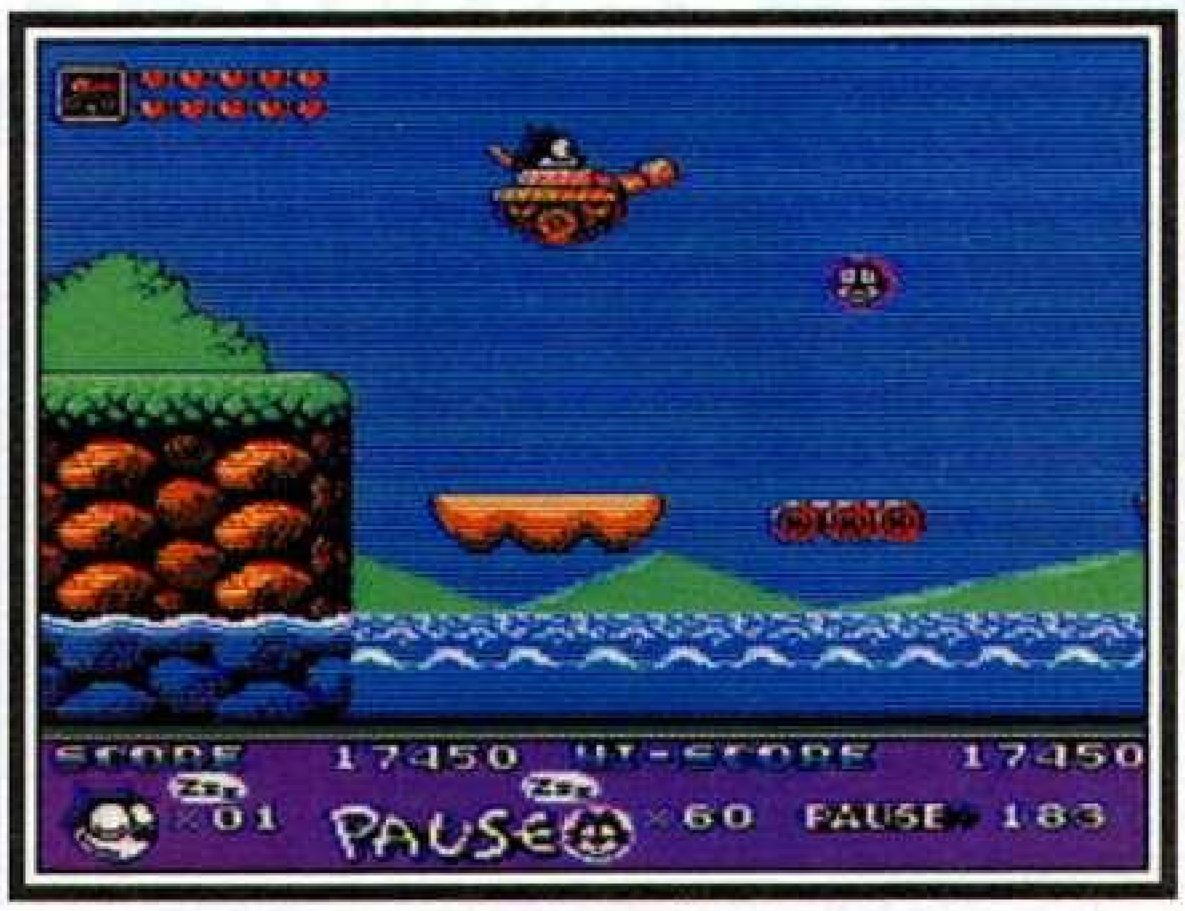


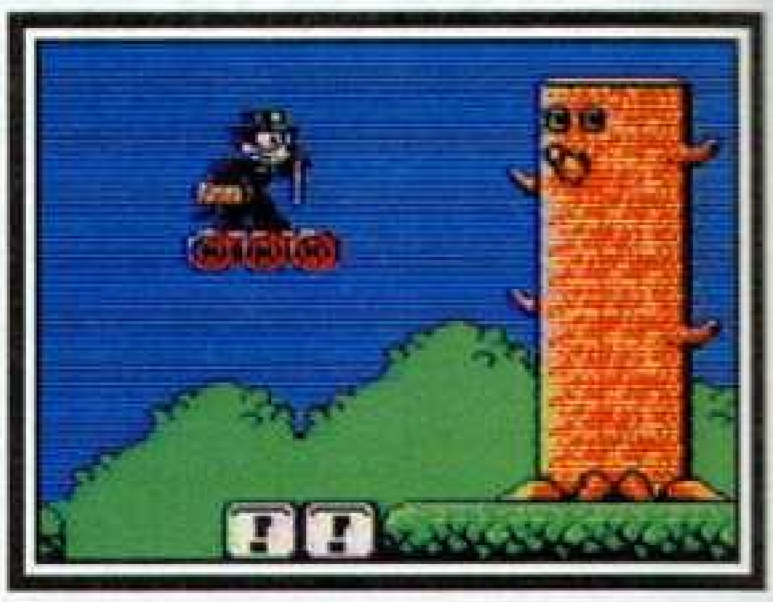
How To Control For the most part, Felix is controlled in a simple left /right, up/down manner in the platform sections off the game. Felix also ducks when the D-pad is pressed down. There are times, however, where Felix relies on other modes of transport, such as a submarine, to gad about the place. On such occasions the D-pad is used to fly the craft around the screen to avoid missiles, rocks etc.

A	JUMP
B	FIRES FELIX'S CURRENT WEAPON
S	**SELECT BUTTON:** Nothing.
S	**START BUTTON:** Pause.

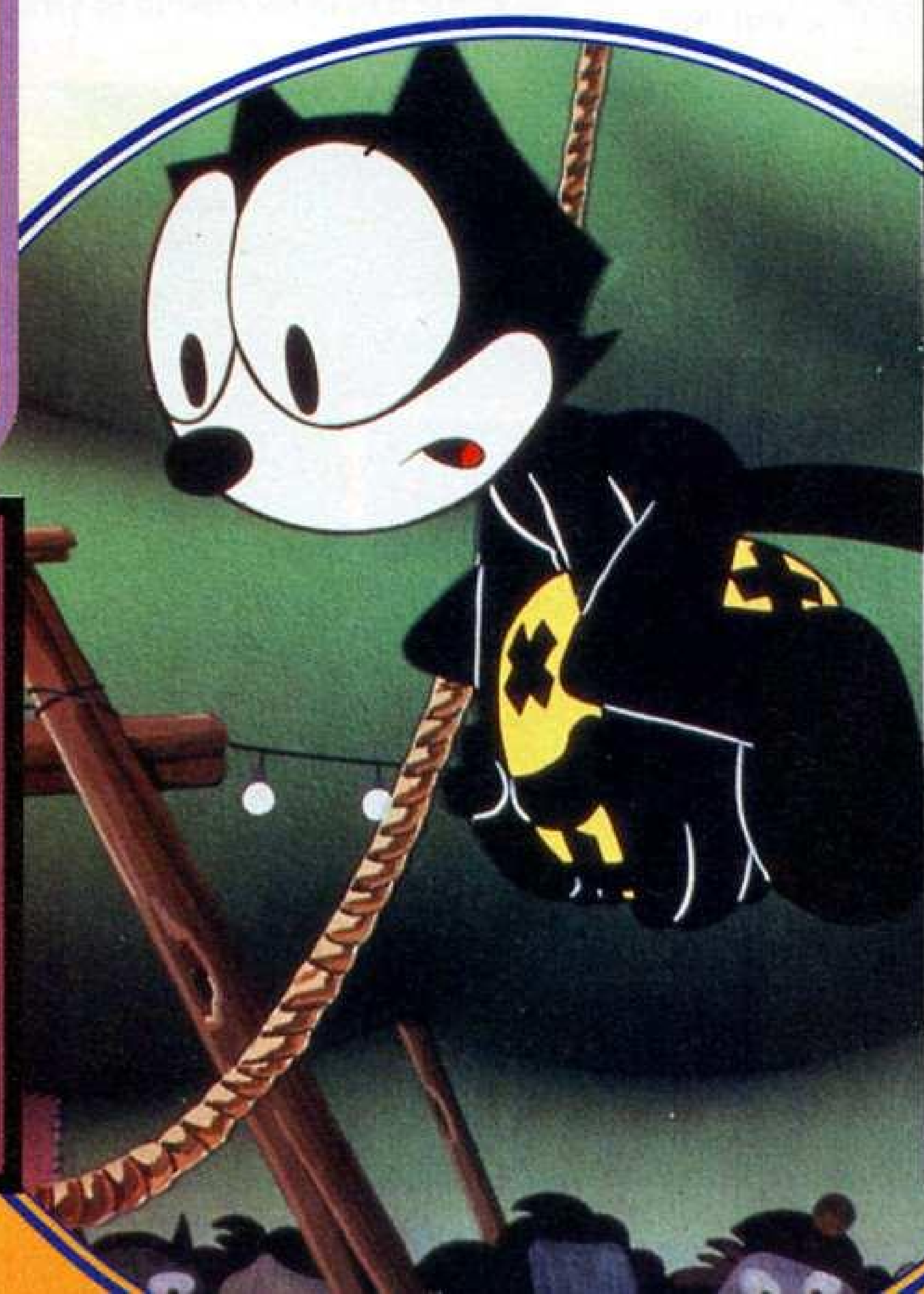
How To Play Guide Felix through the nine levels of platform action, using whatever weapon he is holding to kill the baddies and end-of-level bosses.

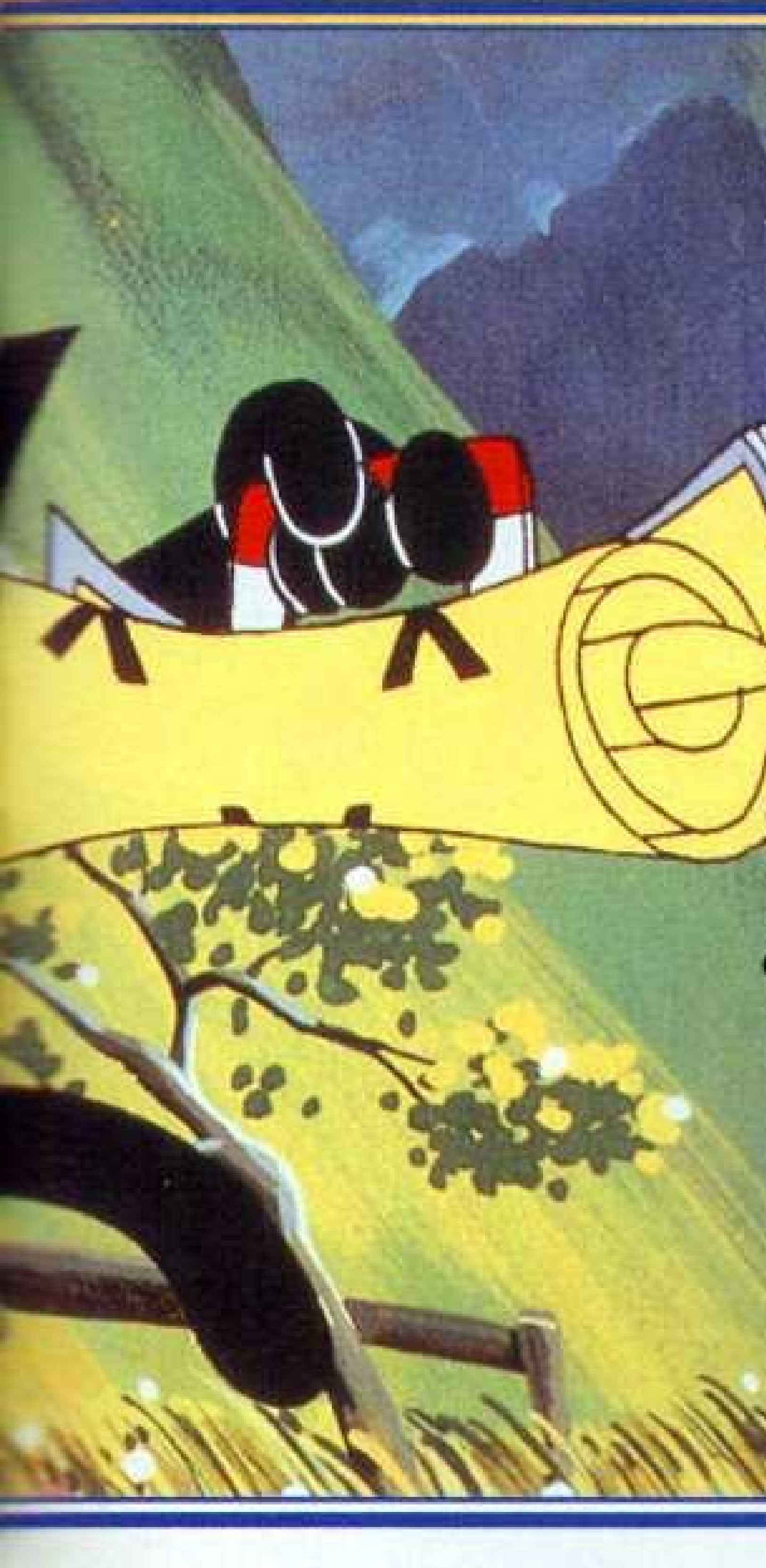


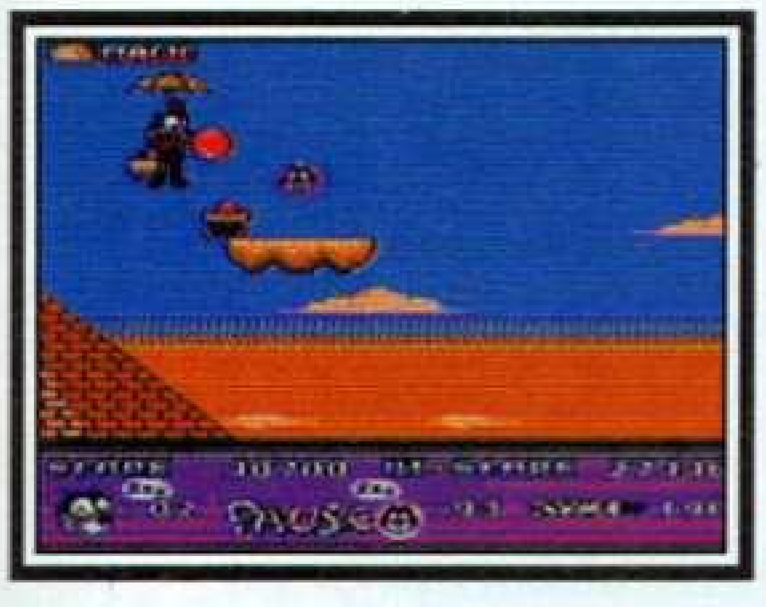




▲ Top-hat fans are in for a treat when they play Felix the cat. Hurrah!







▲ Restore your energy by collecting the hearts. Alternatively, avoid them if you want to make your life difficult.

COMMENT

PAUL

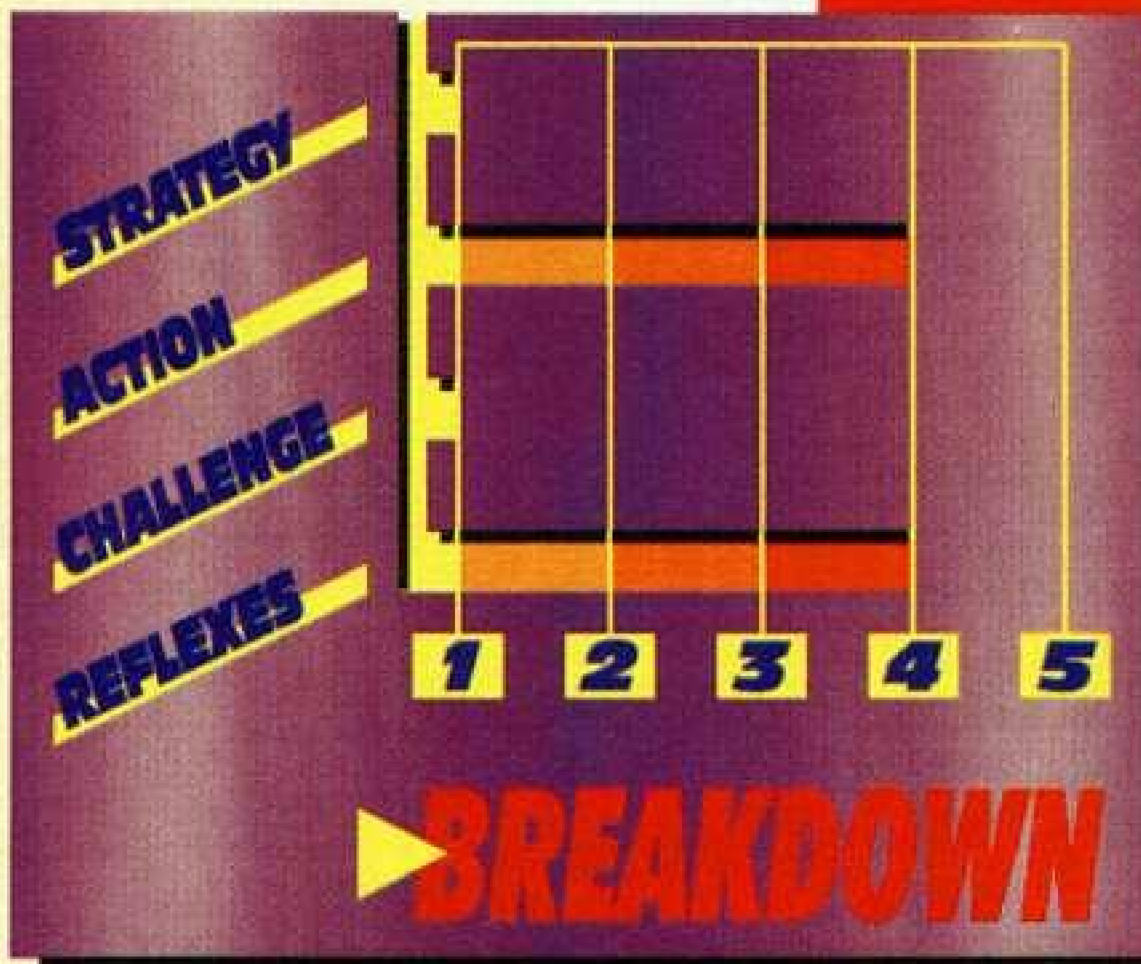
Felix is one of the most exciting cartoon characters ever and his debut on the video game scene reflects his image very well, giving him the chance to excel at an extensive amount of activities. Each level is full of charming attention to detail (just watch the way Felix laughs when performing his magic spells and the way his arms flail when riding a dolphin to see what I mean). Granted, Hudson Soft have come up with another platform game, but it's been done so imaginatively this is easily forgiven - Felix even rivals the antics of the Mario Brothers in terms of variation and smoothness. It's therefore depressing to find that such excitement doesn't last long because, as Rad says, Felix's rescue attempt isn't the most gruelling of tasks our hero has ever faced. There may be nine levels to cope with but, frankly, you could take an ink rubber to Felix's eyes and he'd still be able to rescue his girlfriend within a day. This is a real disappointment because Felix is such a cool character and the game should have been an essential buy. Felix may be just the thing for younger players but, as for the rest of us, I'm afraid Felix gets scratched off the list!

COMMENT

RAD

Although Felix The Cat is yet another in a long line of NES platform games, it's still surprisingly good. The graphics aren't bad at all, capturing Felix in all his black and white glory, but more thought could have been put into the design of his enemies. The gameplay is rather smart, too. There's quite a lot to do, and the addition of the different magical transports and various settings add a new dimension to what would otherwise be pretty stale stuff. However, just when it seems like Felix could be well worth buying, a big glaring defect rears its ugly head. Sadly, Felix the Cat is one of the easiest NES games ever. Even Hoof Boy could complete this in one sitting with few problems. That said, however, Felix is obviously aimed at the younger end of the market (such is the appeal of the character), and younger players would probably think this is great - for a short time, anyway.

RATINGS



PRESENTATION

91

▲ Loads of animated intermissions unveil the story as it happens.
▼ There's no options, and the in-game presentation is unexciting.

GRAPHICS

80

▲ The Felix sprite is just like his cartoon counterpart, and both the animation and backgrounds are great.
▼ Felix's enemies are unimaginative and often badly-drawn.

SOUND

76

▲ Bouncy, bright tunes and wacky cartoon-type effects abound.
▼ Such irritating cutesy tunes grate after a while.

PLAYABILITY

84

▲ Easy to control, fast moving, with loads to do. There's plenty of variation and even a dash of originality!

LASTABILITY

62

▲ The japey fun-factor and variety mean you'll probably come back to this every so often once you've beaten it.
▼ However, beating it won't take long as it's very easy.

OVERALL

A highly-polished and very playable game which is spoiled due to a ridiculously low difficulty level - a pity as it could quite easily be the ultimate in NES platformers.

71

GAMEBOY

1 PLAYER

1 MEG

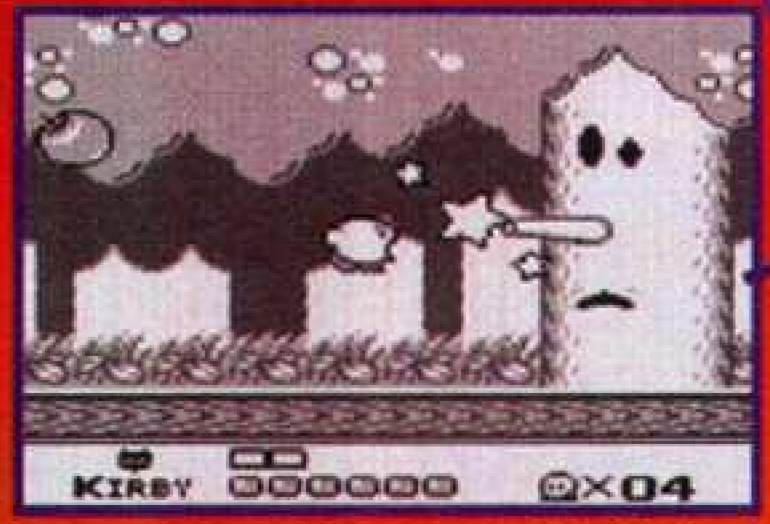
PLT GAME

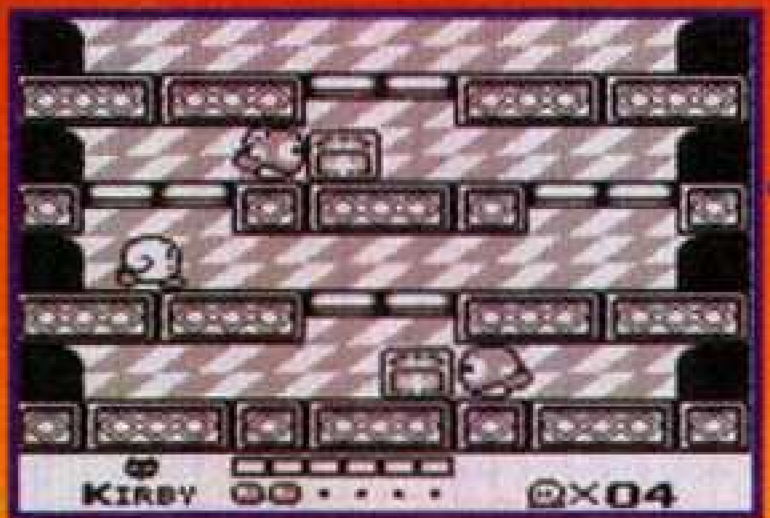
KIRBY'S DREAM LAND™
©1992 HAL LABORATORY, INC. / NINTENDO

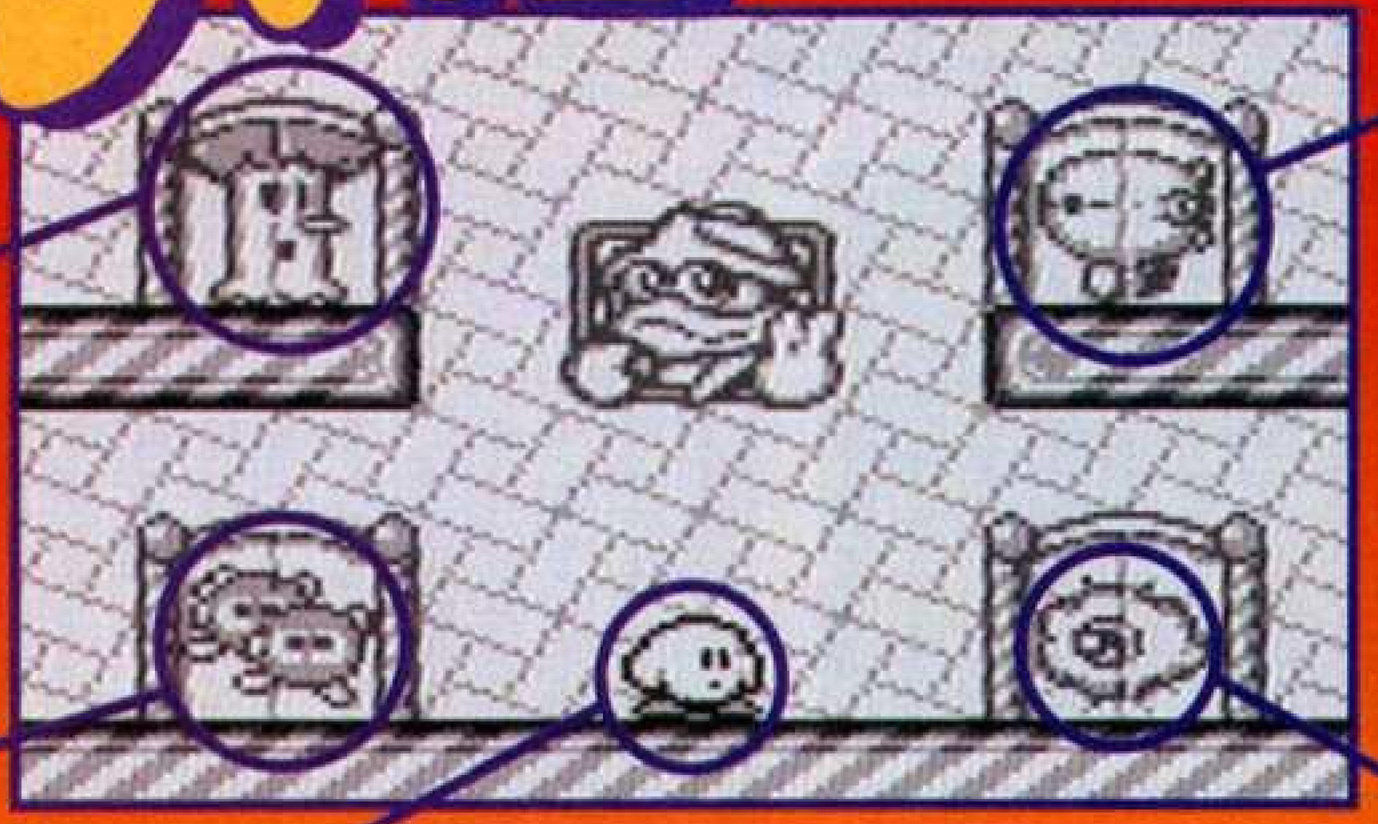
PRICE:£21.99
BY:HAL

KIRB DREAM

Dream Land - only a few kind thoughts away - is where the Dream Landers play all day and work all night, using magic stars to create pleasant dreams for children the world over. However, in a dark castle on top of a wind-swept Mountain, the evil King Dedede orders his tainted army to steal the all-important stars from the Dream Landers - which means death for the Dream Landers, and ensures eternal nightmares for all kids. Only little Kirby, a brave young Dream Lander, can stop this evil plan. Using his magical suction powers to kill any assailants and to protect himself from the King's minions, five platform-based stages stand between Kirby and a showdown with the evil Monarch. However, the King has evil plans prepared for our heroic windbag...







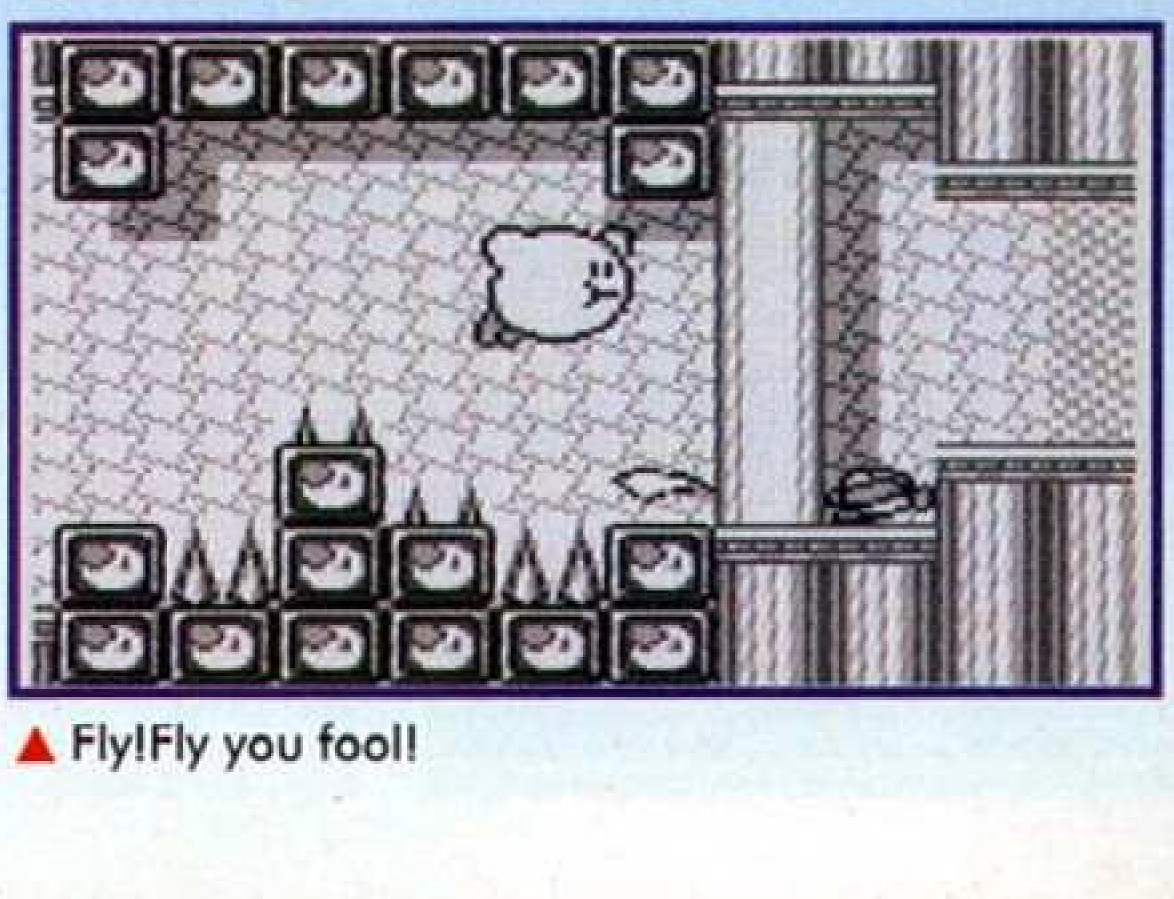
MEET KIRBY

What an endearing little character Kirby is. So wonderful, in fact, that everyone here at NMS has fallen head-over-heels in love with him and his magical powers. He is surely **the** cutest character ever to find his way onto the Game Boy. Nobody seems to know exactly what Kirby is, perhaps the only thing you could liken him to is a tiny wind-bag on legs! His popularity isn't solely down to his cute appearance, though, as Kirby's game designers have evolved a highly original character who owes almost nothing to any other platforming star. Instead of bouncing his enemies to death with his bottom - a la Mario et al - he sucks them up like a vacuum cleaner and spits them out in the form of scum-smashing stars. Kirby's other talents consist of inflating himself, which enables him to fly and dive-bomb his foes from a great height.

COMMENT

STEVE

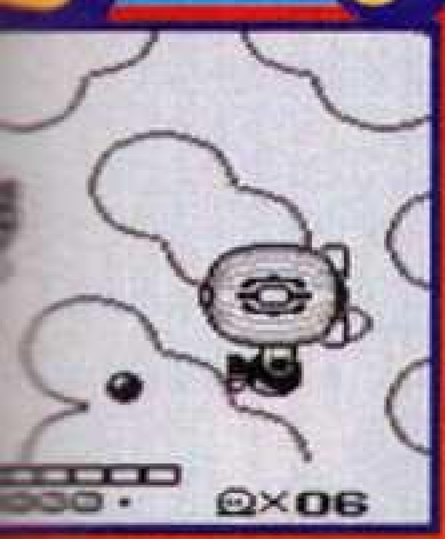
Whilst I'm not quite ready to devote the rest of my life to Kirby as Paul seems to be, I still rate it as one of the best Game Boy platformers. That said, as seems to be the norm with most games of this genre, it suffers from being a little too easy. Granted, there is a 'Hard' level which is in itself a real challenge, but the urge to see everything Dream Land has to offer proves irresistible and it is my guess that most people will play it through using the easiest level. I don't want to sound too damning, though, as there is more to recommend in Kirby than there is criticise. Graphically it is excellent, with loads of worlds and varied backdrops and sprites. In addition, the actual 'suck and spit' gameplay is equally good, and controlling Kirby is a doddle - essential in this sort of game. In all, Kirby's Dream Land is a top-quality effort and is most certainly worthy of consideration.

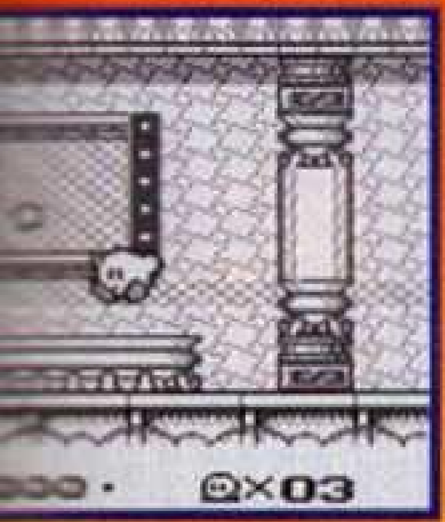


▲ Fly!Fly you fool!

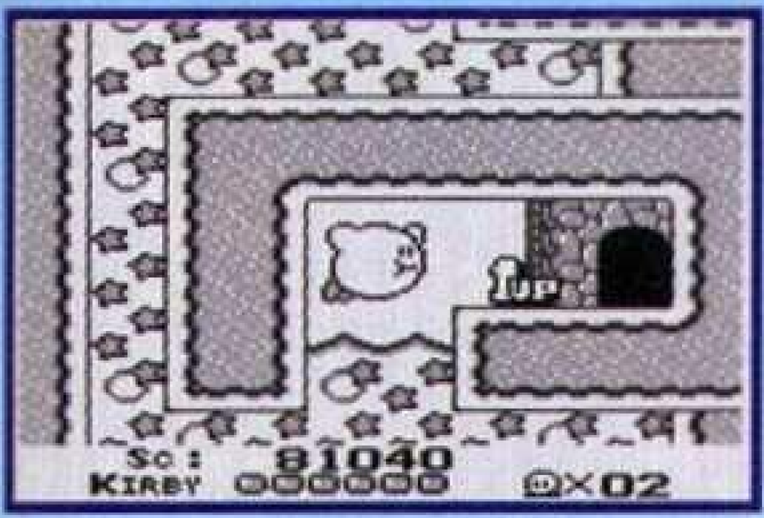
RELEASE
OUT NOW
CONTROL
GAMEBOY
GAME DIFFICULTY
MEDIUM
CONTINUES
INFINITE
SKILL LEVELS
TWO (ONE'S A SECRET!)
RESPONSIVENESS
EXCELLENT
1ST DAY SCORE
239590
ORIGIN
Kirby is the brainchild of Shigeru Miyamoto. If his name sounds familiar it's because he's the very man responsible for Mario. Judging by the success of the latter, Kirby's future looks very bright.

Y'S
LAND



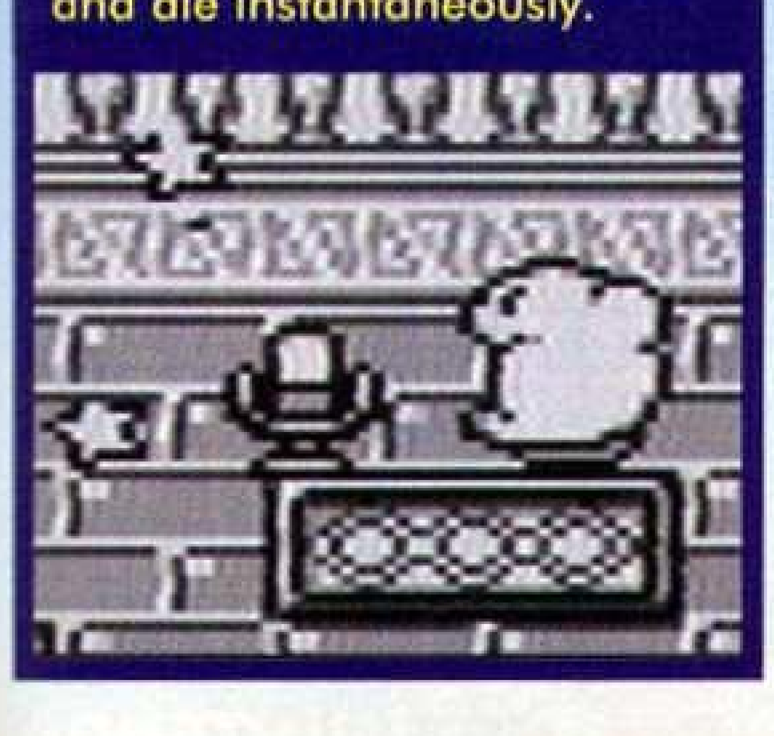


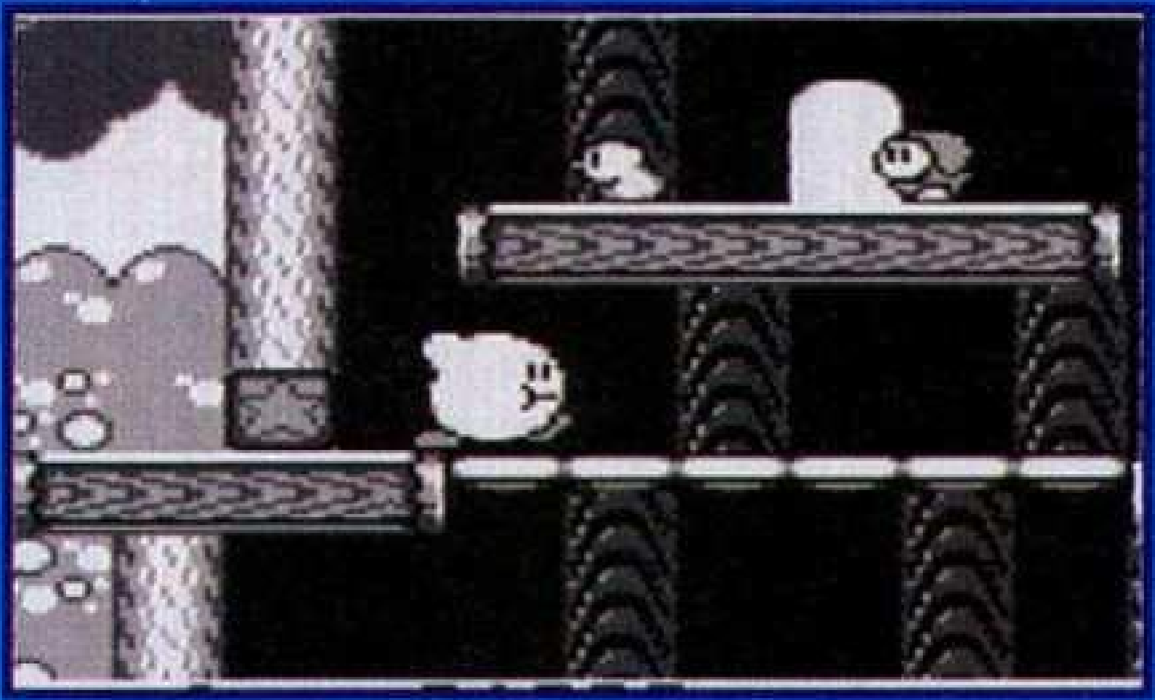
▼ See how Kirby descends upon the secret passage and rises to get his 1-up.



MUSIC MAESTRO...

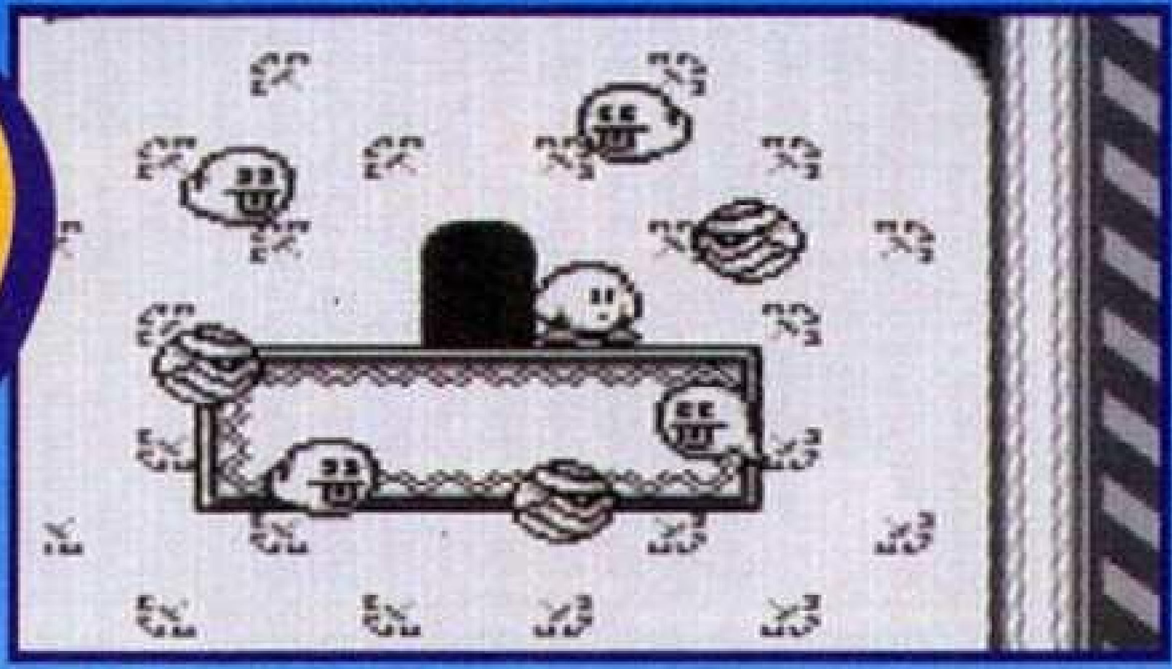
Another item Kirby uses to his advantage is the microphone. Kirby swallows it then spits it out and sings into it, causing any unfortunate beings in the immediate vicinity to shatter and die instantaneously.





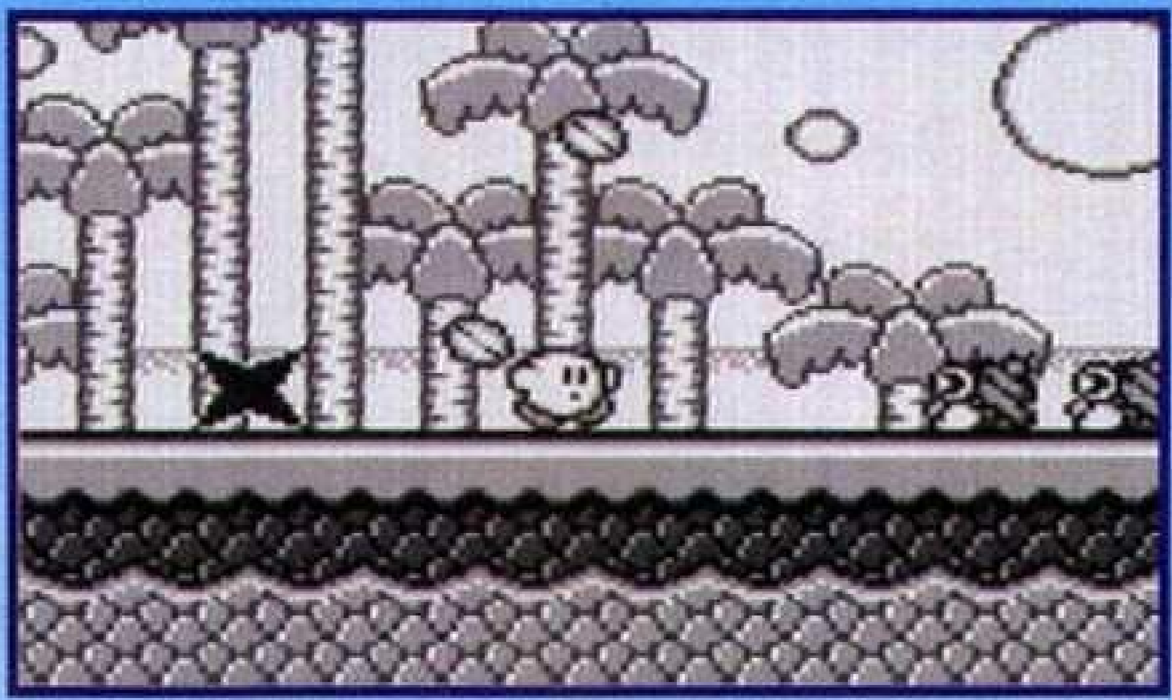
GREEN GREENS

Kirby's mission begins in the Green Greens. The picturesque, rural surroundings are not as peaceful as they seem though. Fierce Birds, monkeys, pixies and bears patrol the area. This level is guarded by a giant, apple-dropping tree. Eek!



CASTLE LOLO

Castle Lololo is the residence of the Lalala-Lololo twins, but before he encounters them Kirby is bewitched by an entire superstore of horrors and is no place for the faint-hearted.

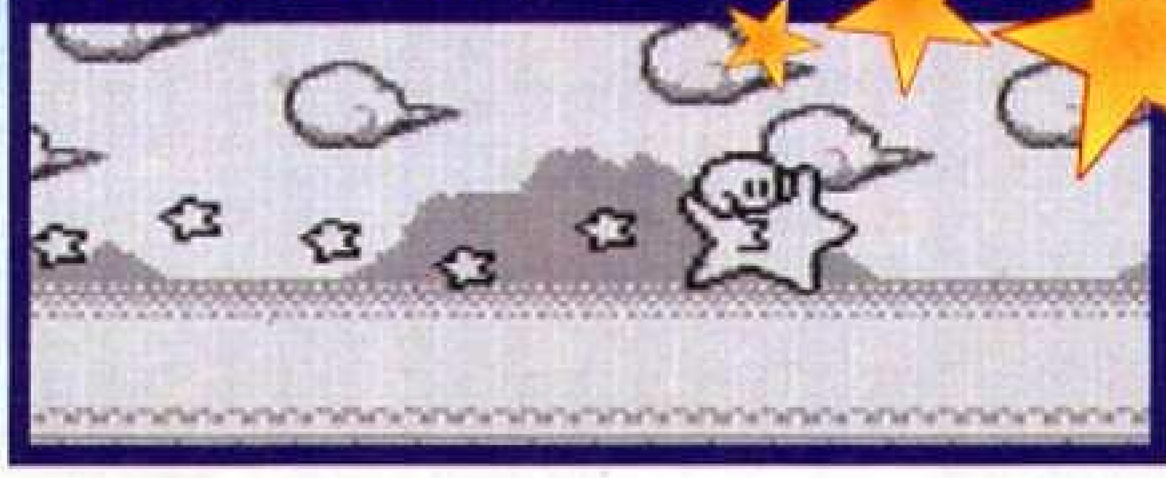


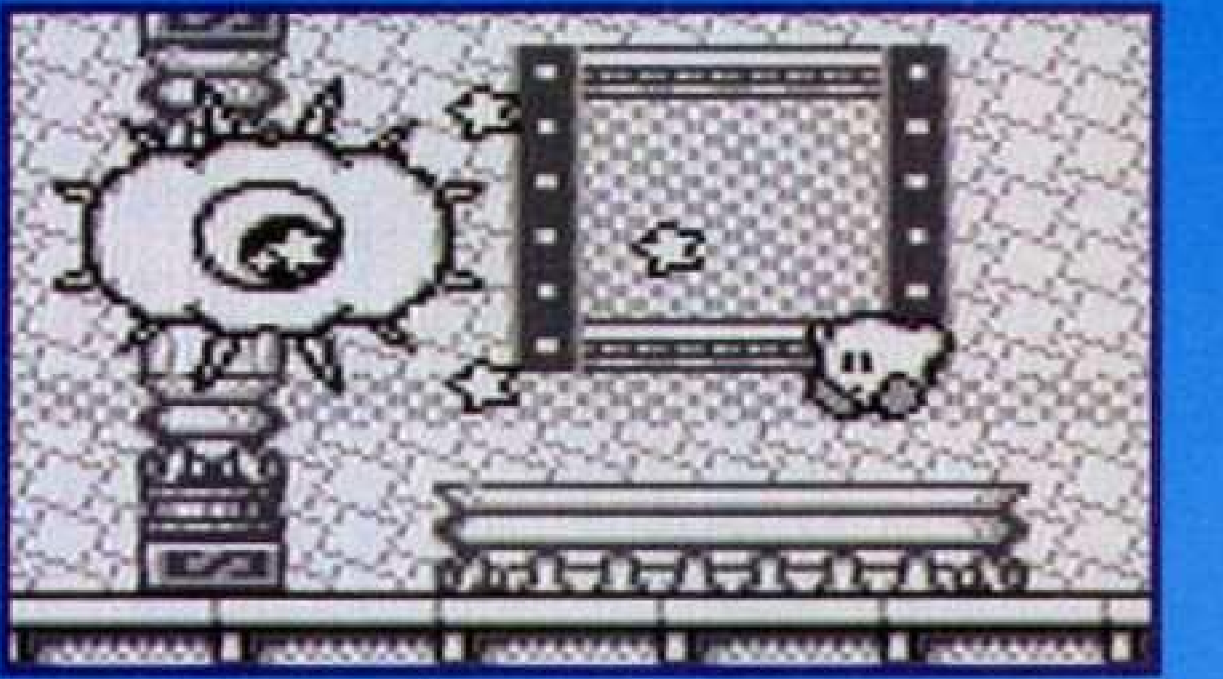
FLOAT ISLANDS

Dream Landers hoping for a relaxing holiday in the Float Islands this year are in for a nasty surprise. The palm trees are loaded with threatening coconuts, the waters are bubbling with psycho fish. At the end of this stage Kirby does battle with a balloon-mounted cannon.

WHIZZING ON A STAR

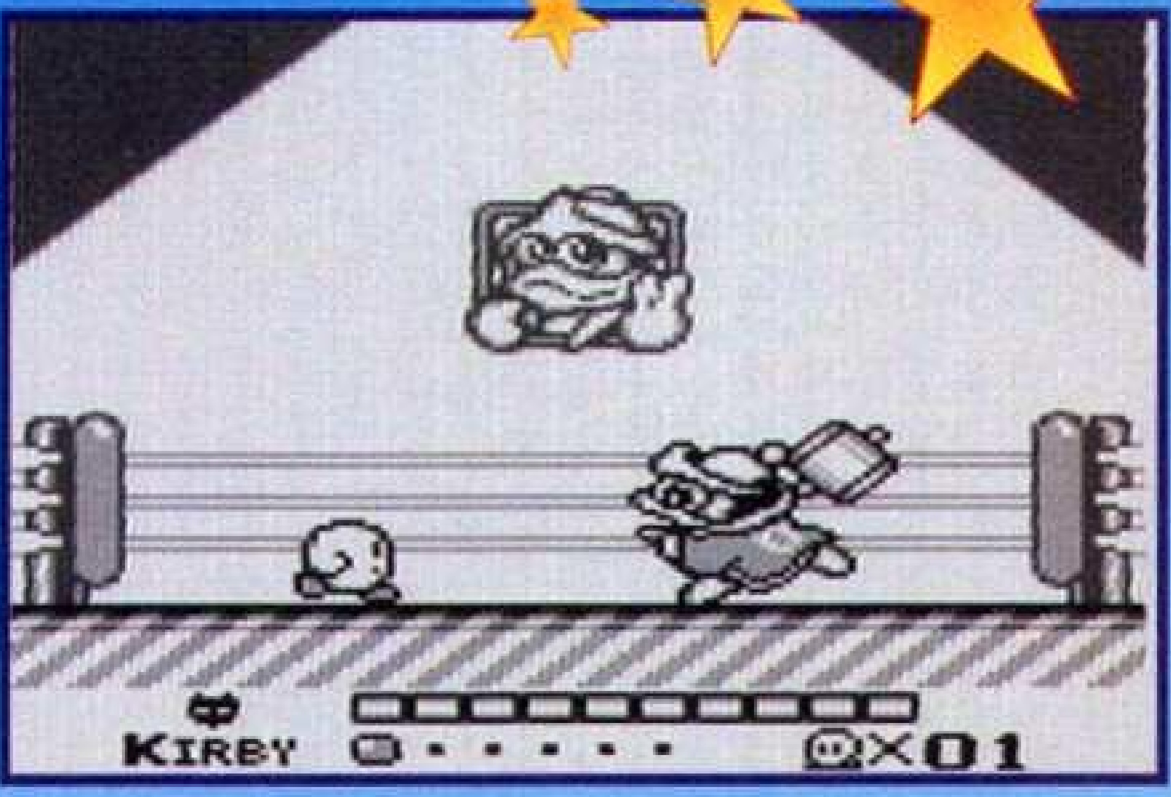
Dream Land is linked by a network of warps and the only way to travel from one area to another is by using a Warp Star. Kirby encounters Warp Stars at several points throughout his quest and uses them to make a hasty excursion to the nearest Dedede-occupied area.





BUBBLY CLOUDS

The threat of a terminal nightmare threatens Dream Land in the Bubbly Clouds surrounding King Dedede's castle. Imps circle our hero and plume-tossing helmets do their worst but still our Kirby soldiers on. Kracko the storm cloud guardian awaits.



▲ Kirby readies himself as King Dedede prepares to beat him around the ring a bit!!!

How To Control By pushing UP Kirby inhales, inflates and is then able to fly until he exhales again. Guide Kirby by pushing the pad LEFTand RIGHT. Kirby also crouches by pushing DOWN on the pad. Pushing DOWN makes Kirby swallow any enemy he's holding in his mouth.

A Makes Kirby jump.

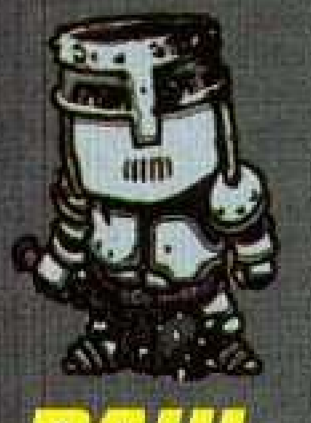
B Kirby inhales his enemies or exhales anything in his mouth.

S START-Starts and pauses the game.

S SELECT-No function.

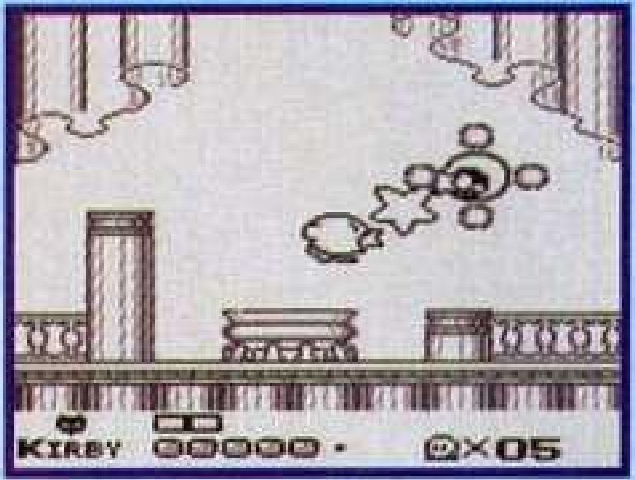
How To Play Use Kirby's inhaling powers to fight through the five platform levels of the evil-infested Dream Land and win back the sparkling stars by finishing off the evil King Dedede.

COMMENT

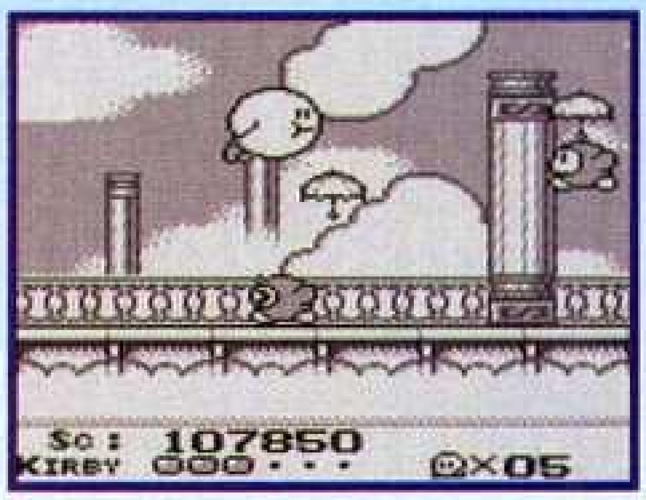


PAUL

After so many average, seen it all before, run-of-the-mill games that have plagued the Game Boy in recent months Kirby comes along with such style that I just can't stand it! Each time I play Kirby's Dream Land I have to go and have a little sit down to recover. Everything about Kirby smacks of absolute fun and, above all, quality. To start at the beginning, the presentation is flawless and every aspect of the graphics and sound is the best the Game Boy offers. But, oh, the gameplay! The mastermind behind this game must surely be a genius who will stop at nothing to have an entire nation gripped by his games. If all of this rambling appears over-the-top, mindless nonsense then I challenge you to play this game yourself and think again. Kirby is the new King of the Game Boy and I shall defend his authority until the day I die: KIRBY! KIRBY! KIRBY!...



▲ It's curtains for Kracko's kid brother as Kirby conquers all!

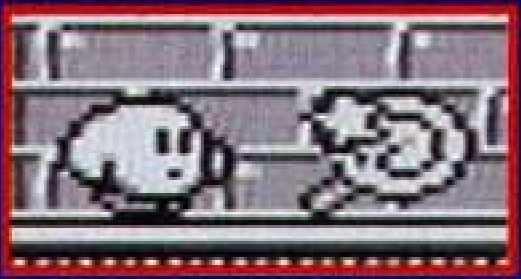


▲ Mind the umbrella toting monkeys, Marlon!

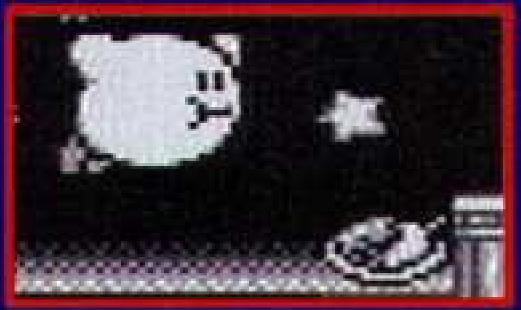
YOU ARE WHAT YOU EAT

A growing hero needs his food to grow up big and strong. Listed here is the helpful hamper of edibles that Kirby finds strewn across the valleys and plains of Dream Land:

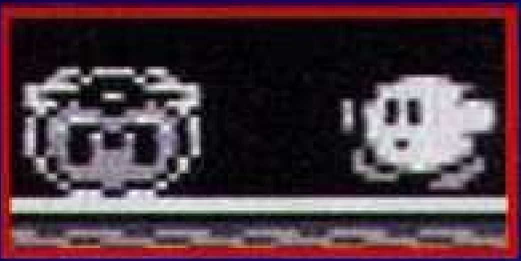
Candy: Kirby gets such a rush from licking this super-sweet lolly that he becomes invincible for a short while.



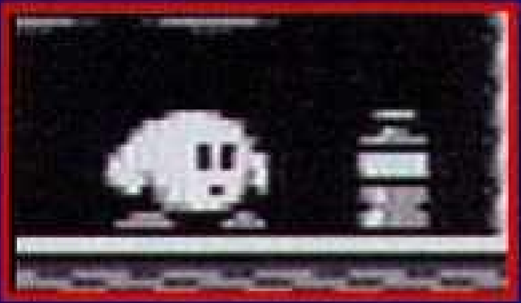
Spicy Food: As long as he keeps clear of the water this monster morsel makes Kirby breath fire!



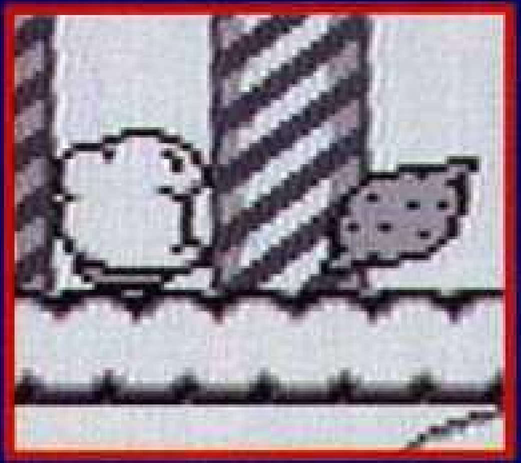
Magic Food: Magically restores Kirby's vitality.



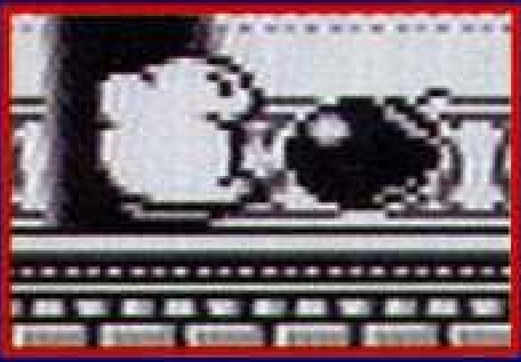
Pep Brew: When Kirby's feeling a little exhausted this is just the tonic to keep him going by replacing a couple of energy bars.

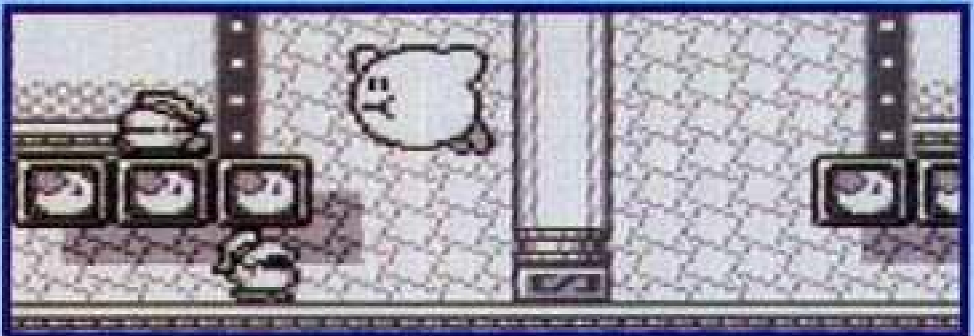


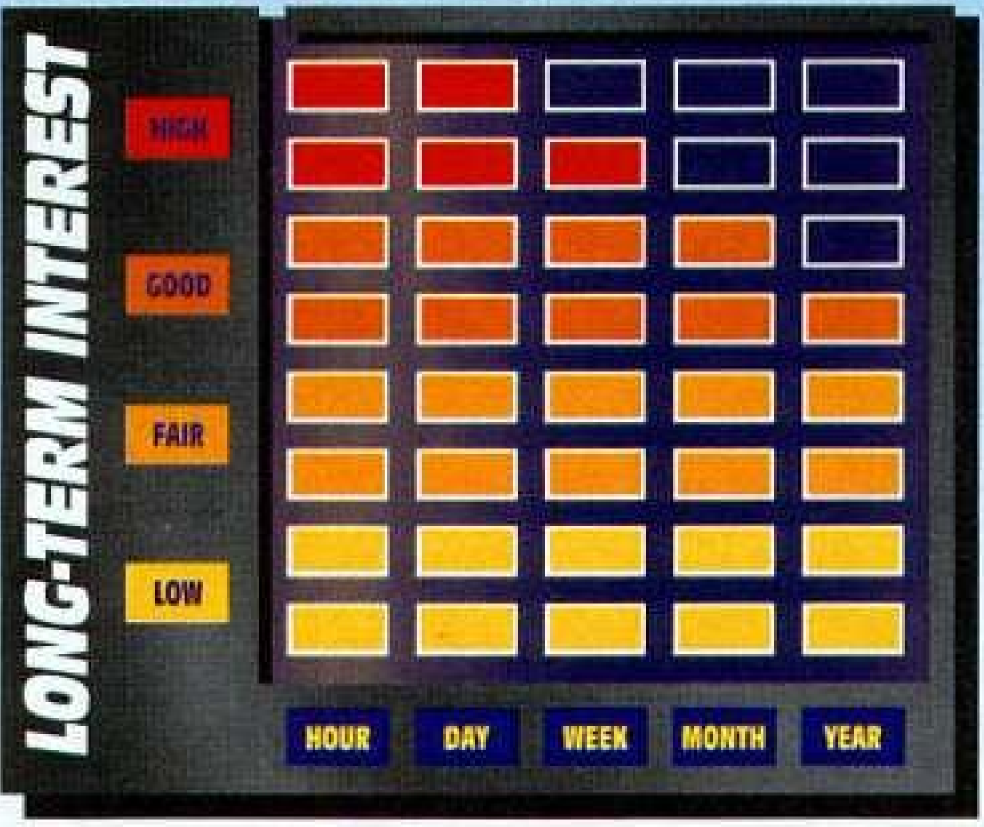
Mint Leaf: Transforms Kirby into a flying fortress. Not quite a stealth fighter, but the stream of air pellets Kirby exhales are enough to handle anything that King Dedede throws.



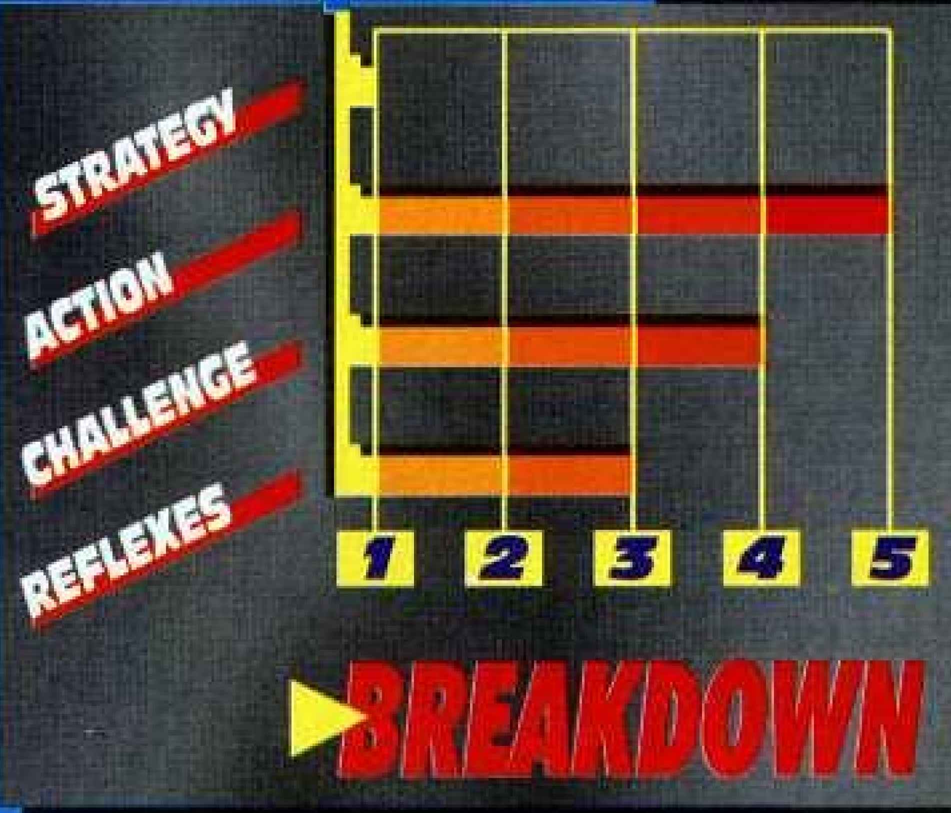
Bomb: Not one to try at home, this. Kirby swallows a live bomb then spits it out to destroy many enemies at once.







RATINGS



PRESENTATION

92

▲ Everything you could wish for. Amusing intermission screens and a host of options.
● All the options screens are secret, and we'll be damned if we're telling you what the secret is. Ha!

GRAPHICS

96

▲ Fast, fluid animation and bold sprites against imaginative backrounds with no blurring!

SOUND

95

▲ The finest, funkiest melodies ever heard singing out from the Game Boy. The kind of tunes that run through your head as you sleep and greet you in the morning as you wake. You can never get rid of 'em!

LASTABILITY

87

▲ Kirby is here to stay in the cartridge slots of Game Boys everywhere. Though his initial quest is fairly straightforward there is a secret second quest that is flippin' rock hard!!

PLAYABILITY

97

▲ Amazing! The slightly strange concept of Kirby's controls are instantly absorbed and easily enjoyed to the full.

OVERALL

The best platform-based title for the Game Boy. If anyone wants to start up a Kirby fan-club then sign us up as honorary members...

94

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- *TURBO FIRE*
- *SLOW MOTION*

SLOW MOTION: Two slow speeds and a normal speed. Slow speed lets you master the game before you tackle it in earnest.

R
L
X
A
Y
B
SUPER NINTENDO
Game COMMANDER
L R Y X B A
SELECT START SLOW

AUTO FIRE: Any or all of six buttons (**A, B, X, Y, L,** and **R**) can be set on Auto Fire, destroying those fearsome enemies before they can do any damage.

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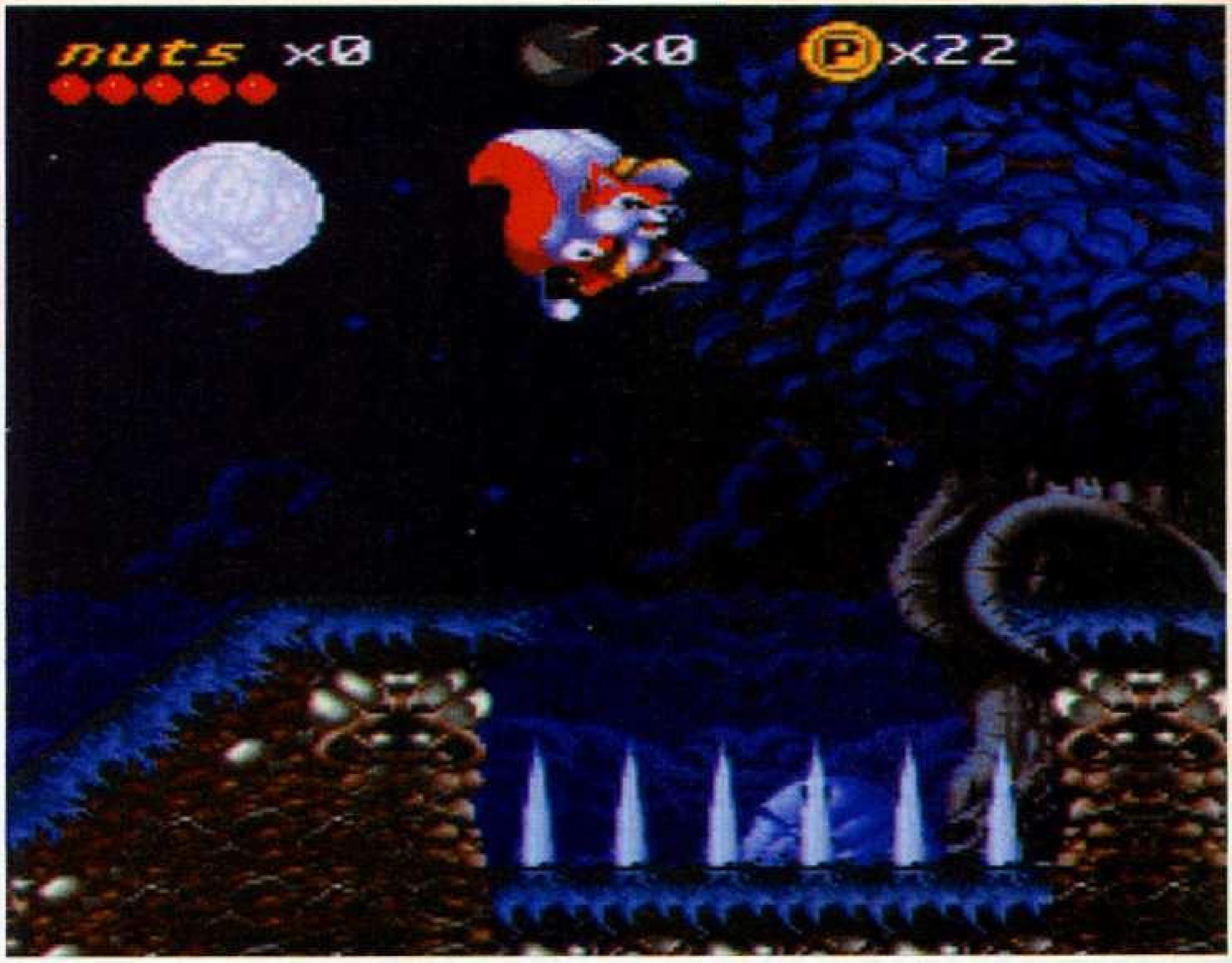
ADVANCE SCREENING

PREVIEW SYSTEM

4 A.S

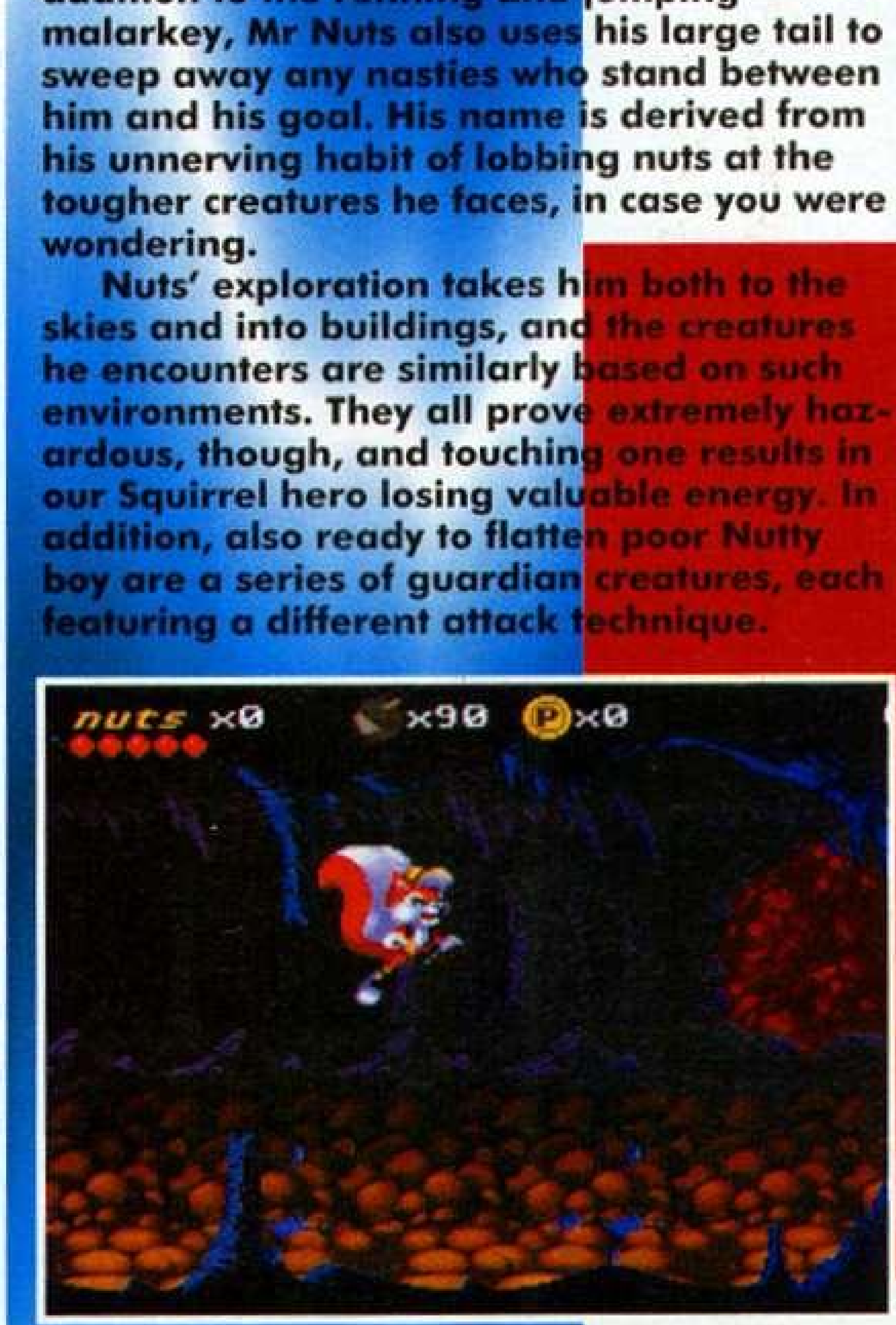
- **MR NUTZ (SNES)**
- **TERMINATOR (SNES)**
- **SYLVANA (SNES)**
- **STAR WARS (SNES)**

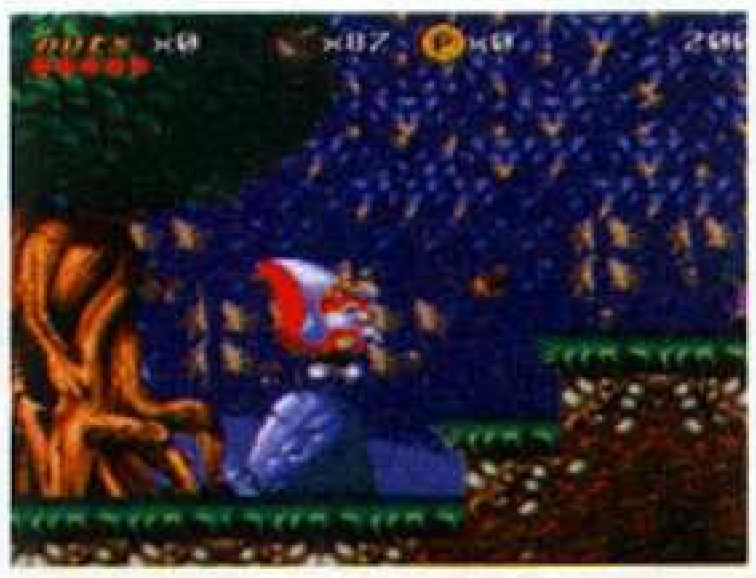


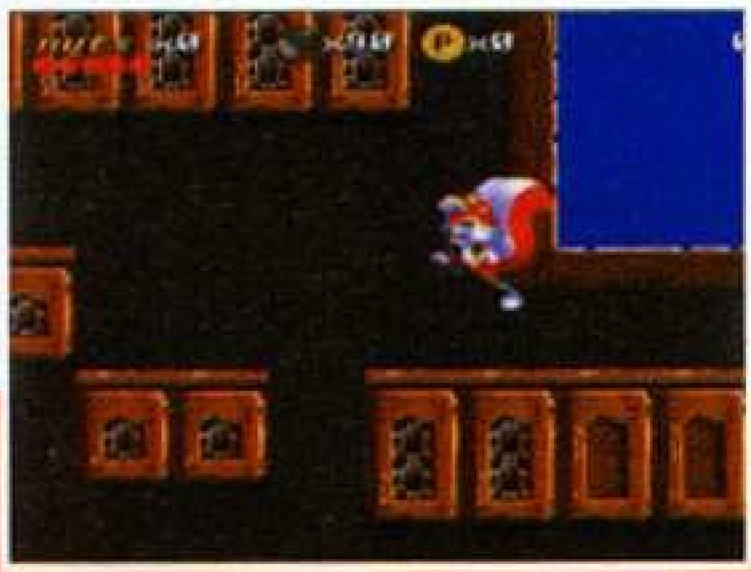
▲ Jump, jump. Mister Nutz'll make you...

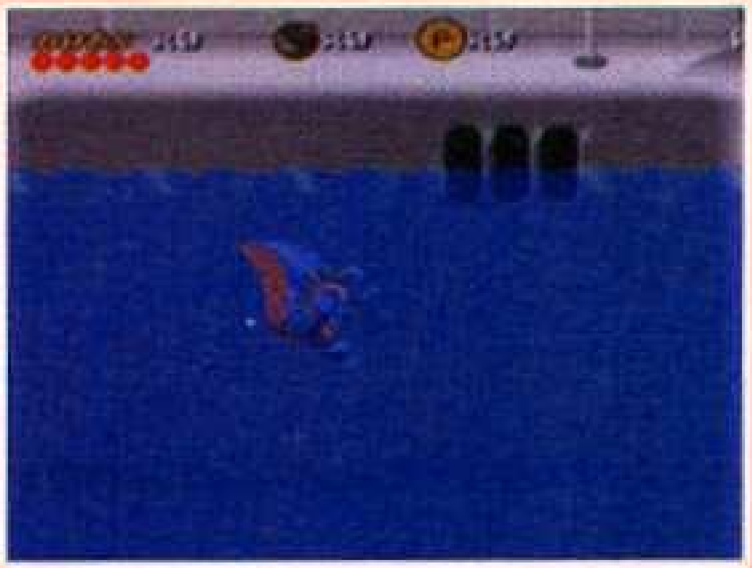
Coming next year from those Mancunian game smiths at Ocean is Mr Nuts, a platform extravaganza starring a bushy-tailed Squirrel. Set for a summer '93 release, Mr Nuts has yet to be given a scenario, but it seems very likely that the cutesy woodland creature is out on some errand of mercy - probably with a stricken Mrs Nuts at the end. Spanning six stages, each of which is made up of three sub-levels, Mr Nuts is a sprawling platform game in the tradition of The Addams Family and Mario. However, in addition to the running and jumping malarkey, Mr Nuts also uses his large tail to sweep away any nasties who stand between him and his goal. His name is derived from his unnerving habit of lobbing nuts at the tougher creatures he faces, in case you were wondering.

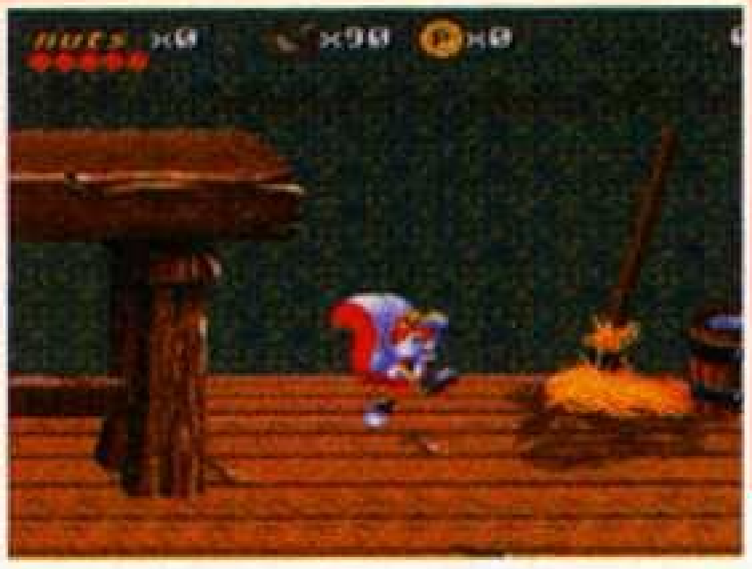
Nuts' exploration takes him both to the skies and into buildings, and the creatures he encounters are similarly based on such environments. They all prove extremely hazardous, though, and touching one results in our Squirrel hero losing valuable energy. In addition, also ready to flatten poor Nutty boy are a series of guardian creatures, each featuring a different attack technique.



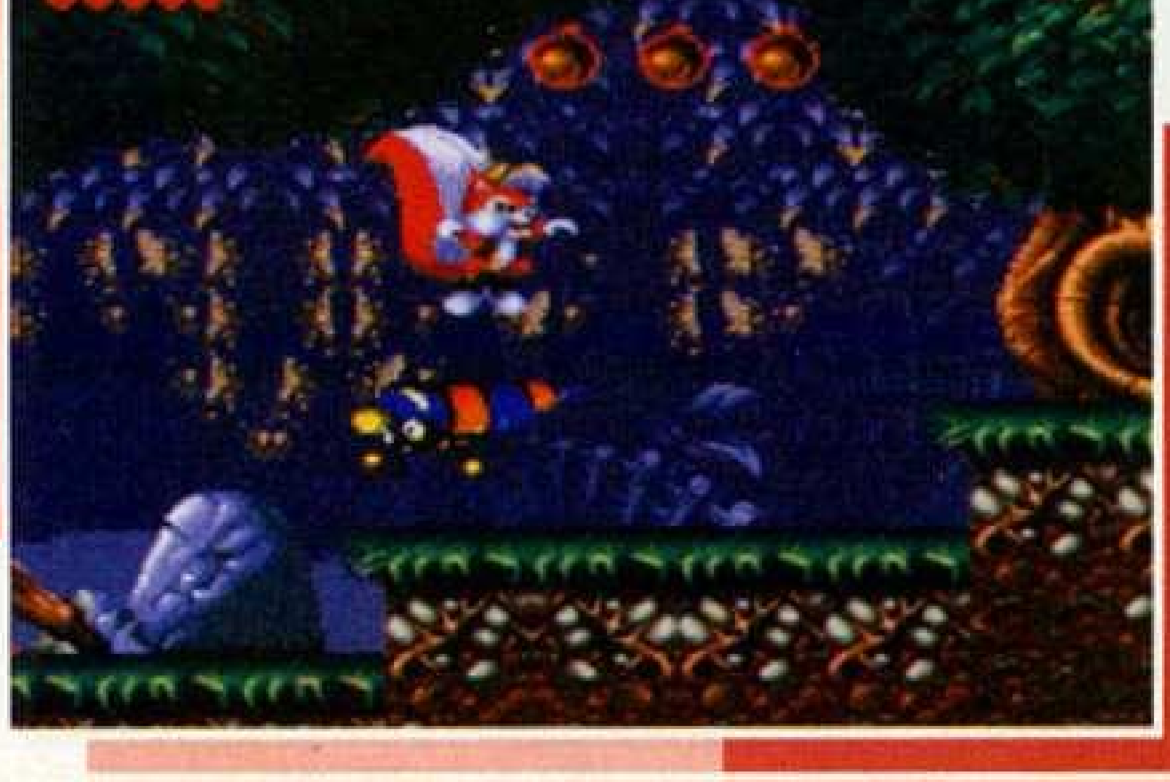






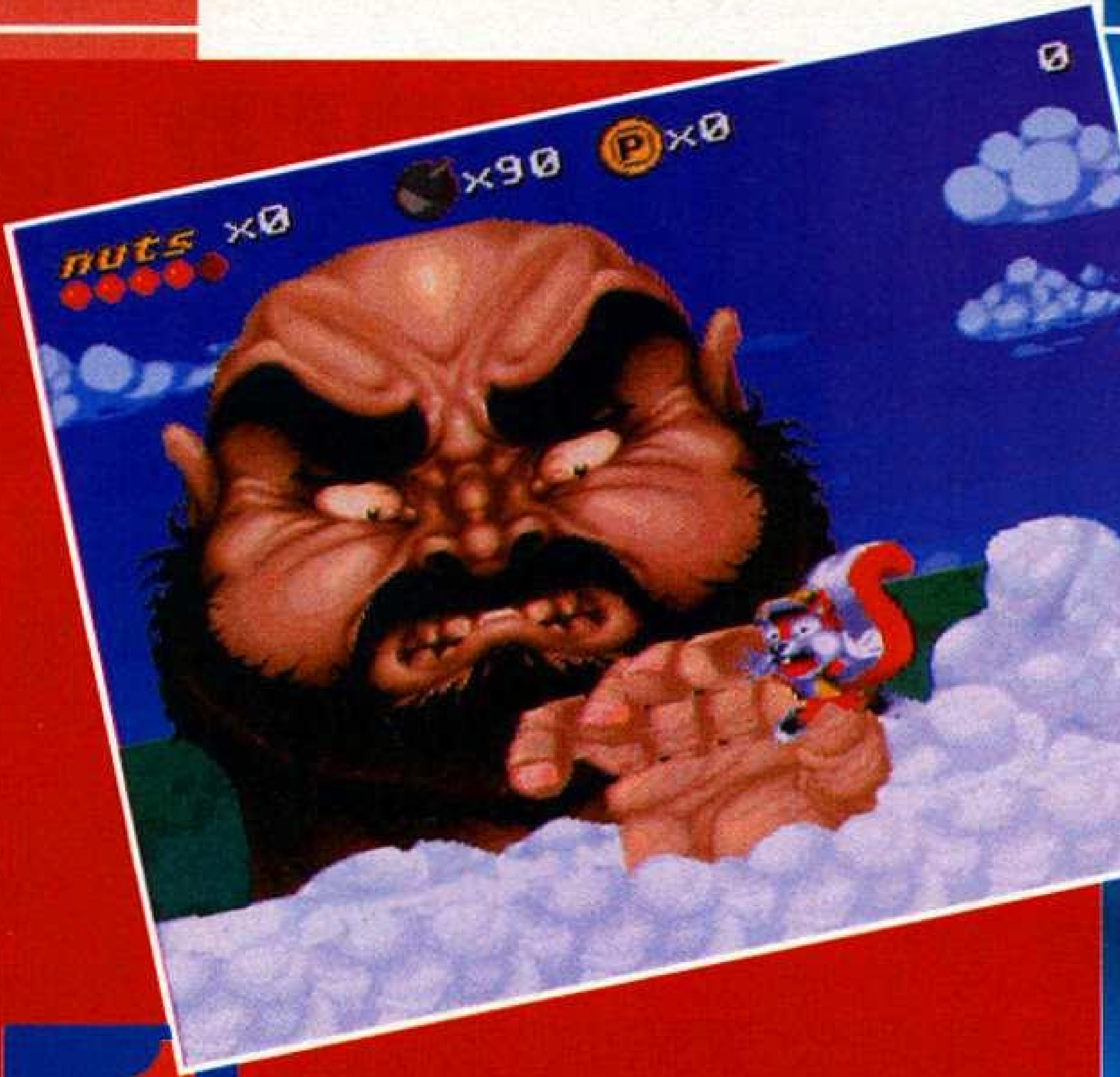


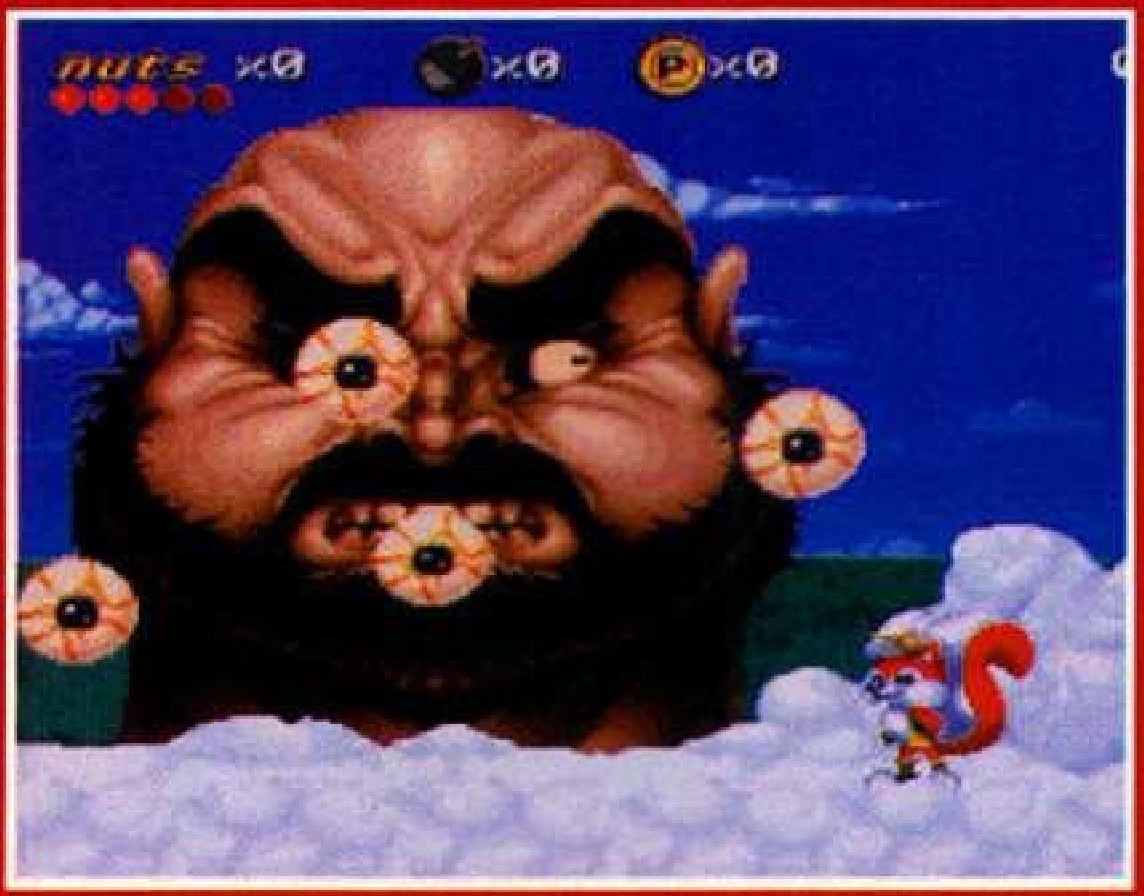
▲ Sweep. Sweep you fool...



BOSSING ABOUT

In the version of Nuts we saw, there was a rather smart boss sequence where our kernel-lobbing hero comes face to face with a massive ogre. As the giant sweeps the screen with his massive hand, Nuts should avoid contact with it whilst simultaneously trying to leap on the bald baddie's head. Success in doing so results in a spectacular death which sees the giant's eyes roll out of his head, his tongue fall out, and eventually his demise - a complete contrast to the otherwise cute nature of the game!

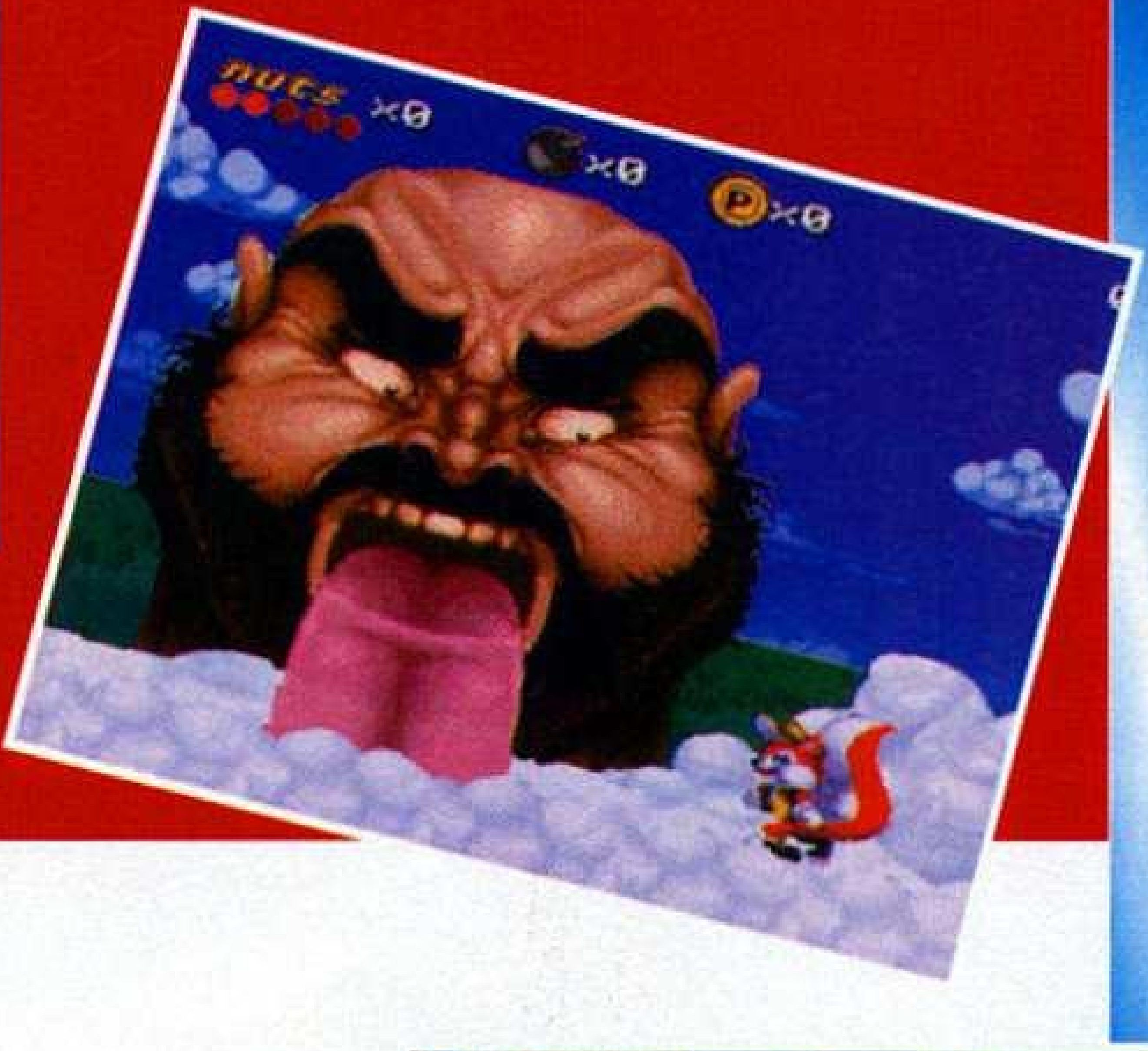




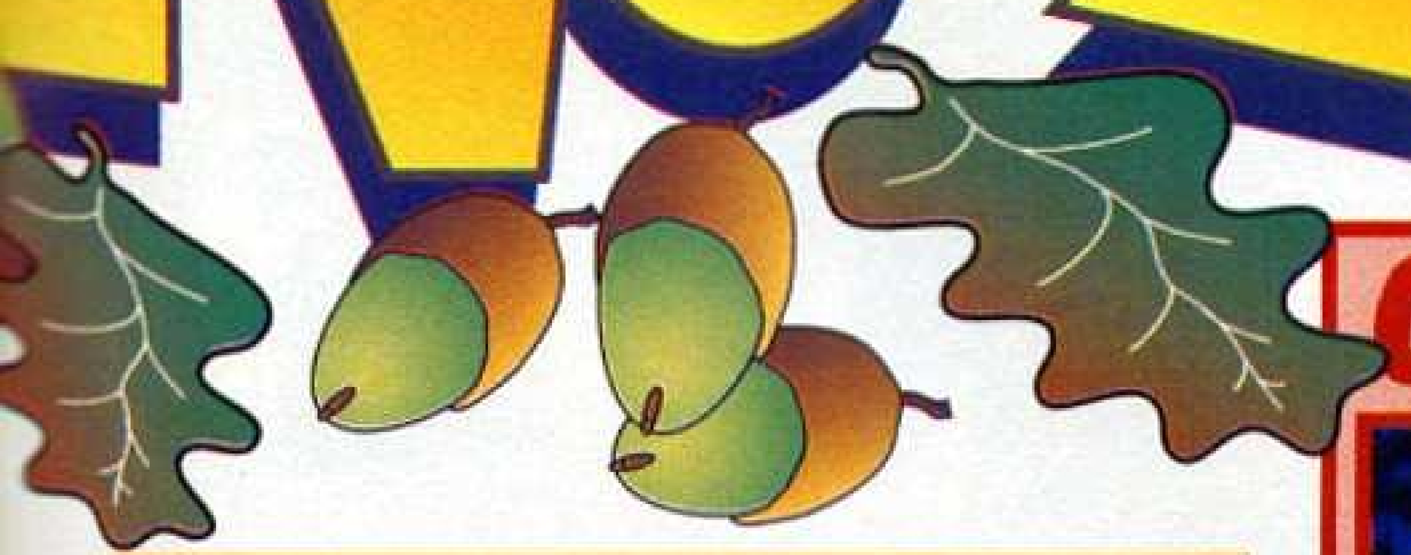
Mind the giant floating scary eyeballs from the bearded man Marlon.

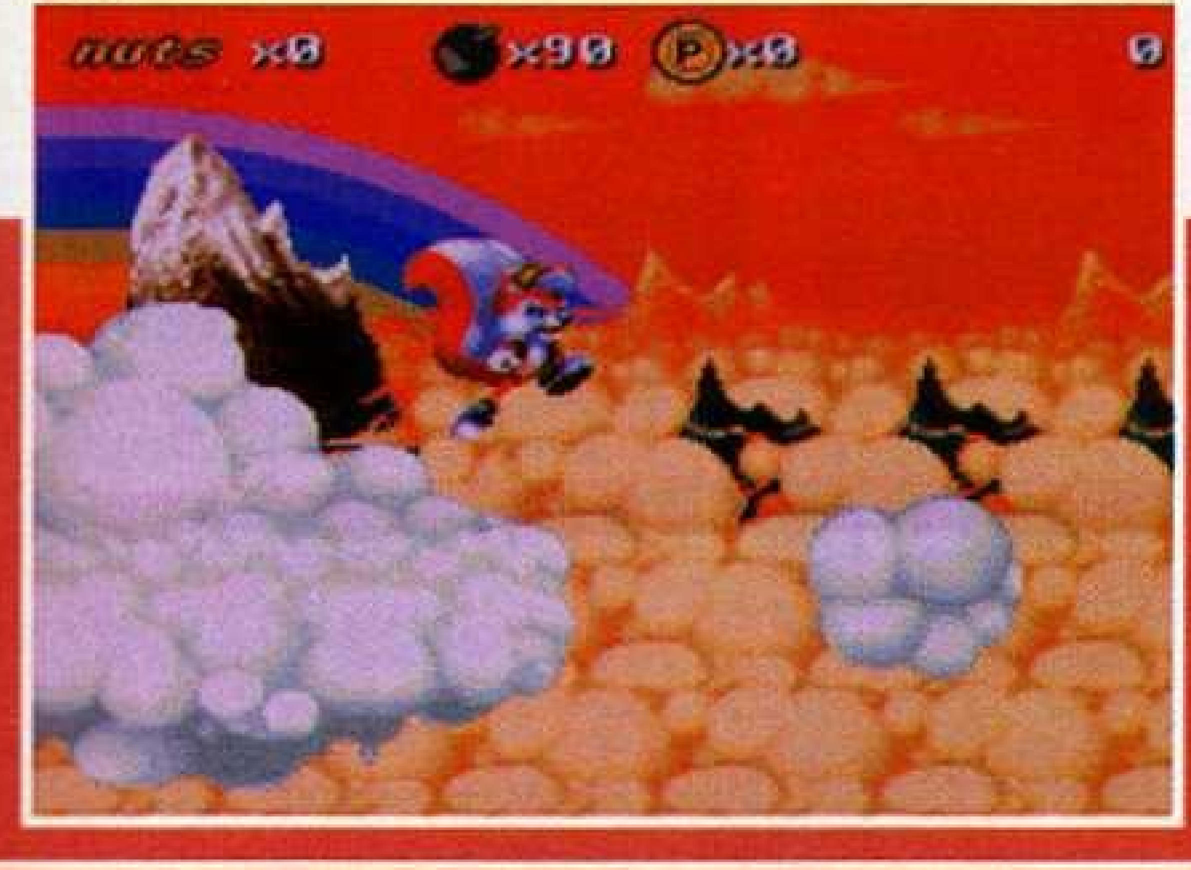
A.S 1

SNES



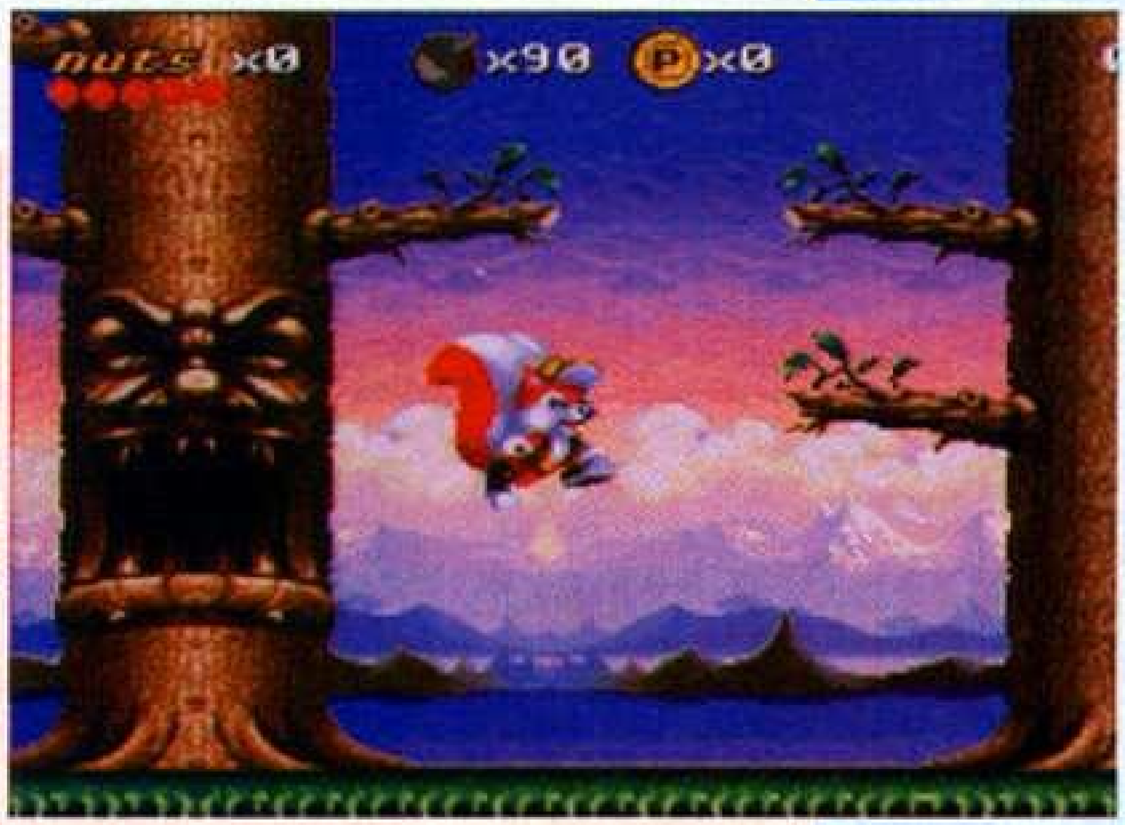
NUTZ

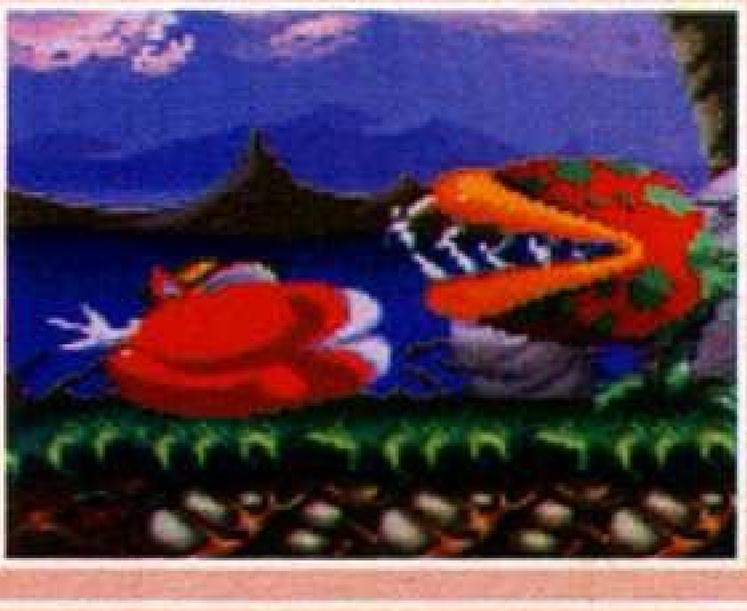




GAME FAX

- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4





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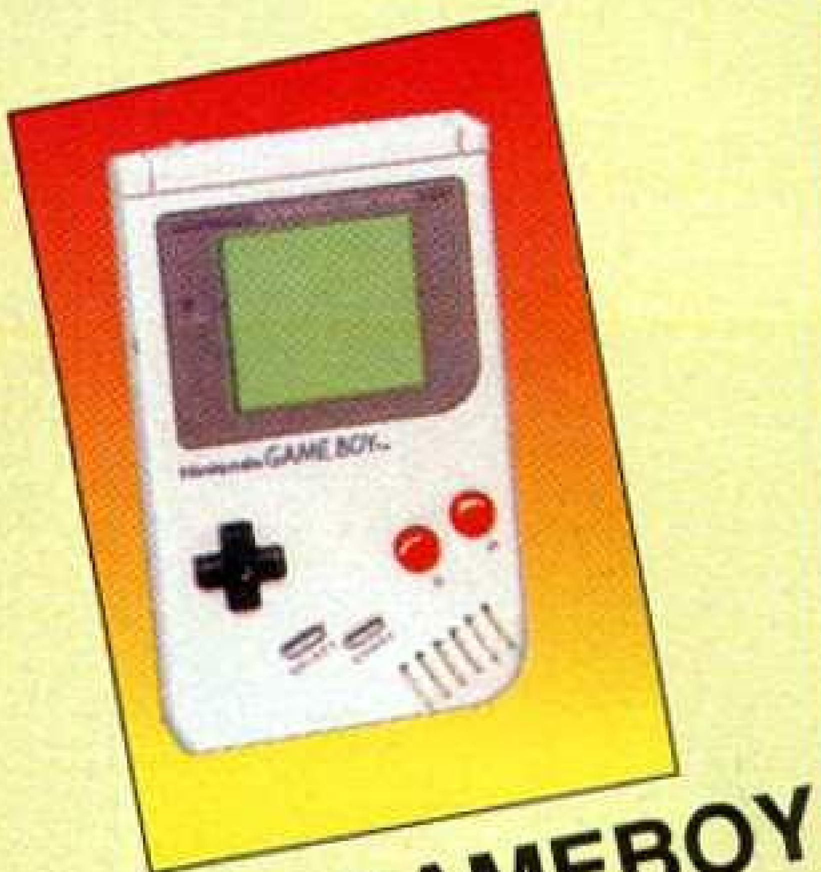

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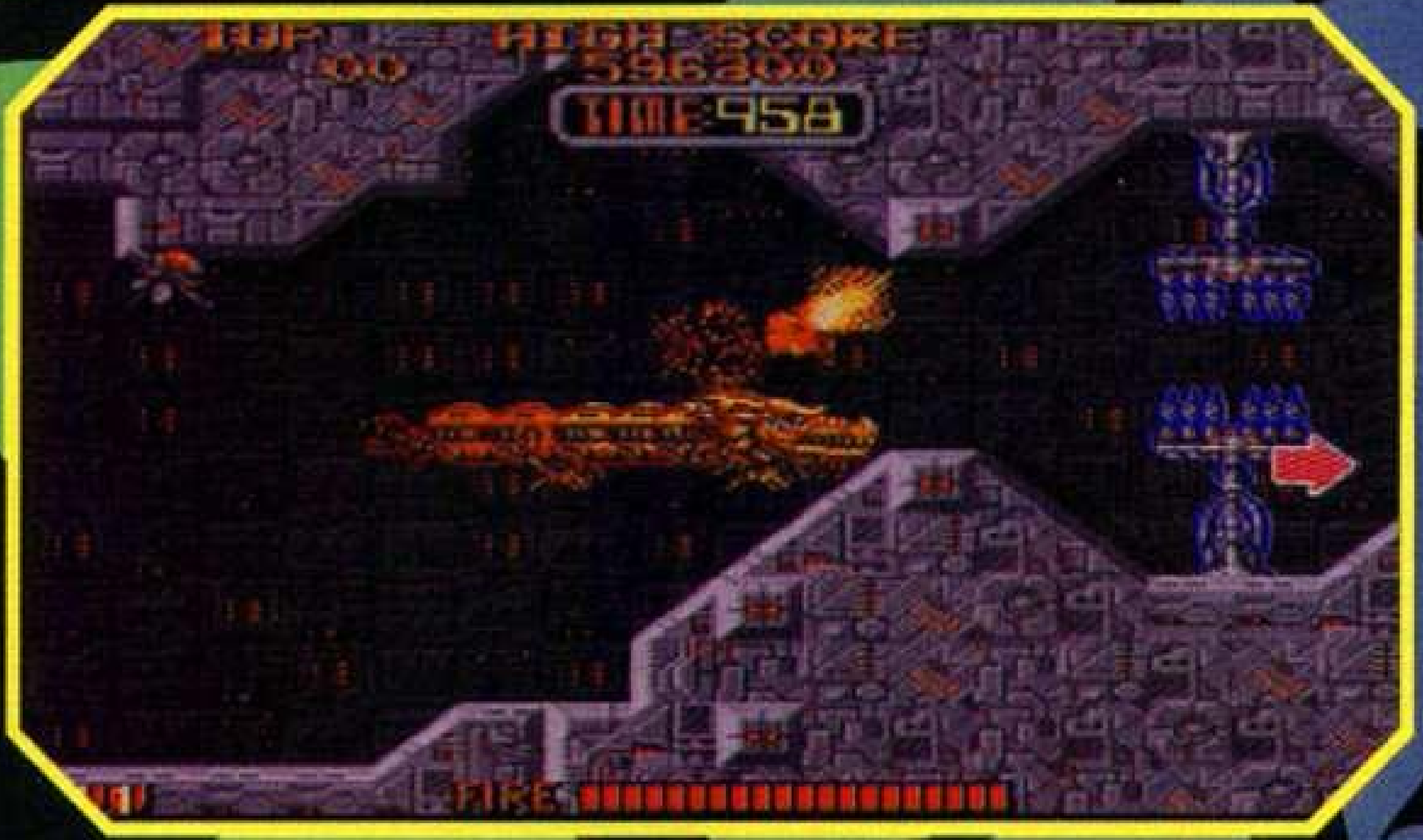
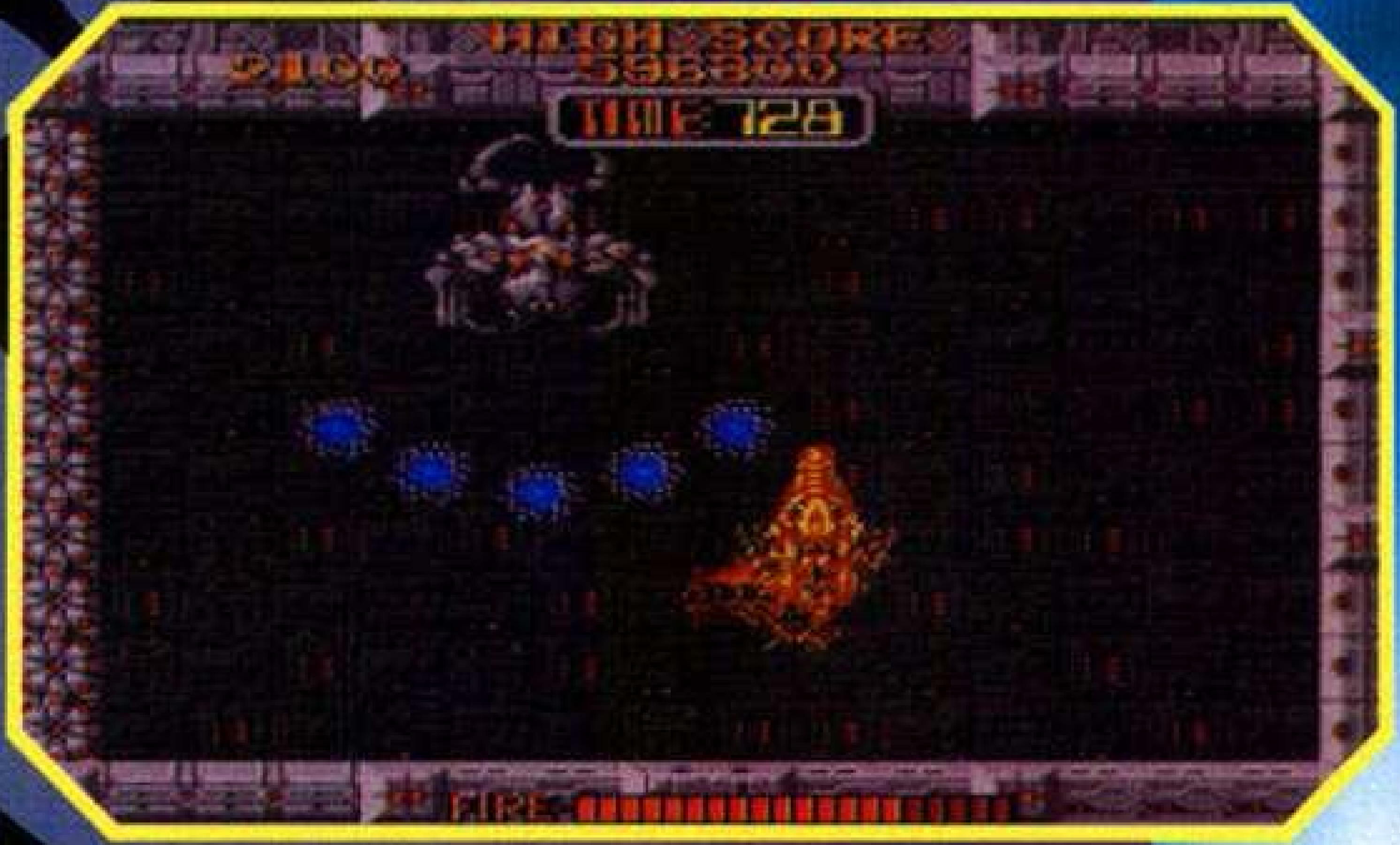
SYVALION

Syvalian from JVC is a kind of cross between Irem's Dragon Breed coin-op and Jaleco's Saint Dragon. Set within a series of labyrinthian complexes, the player guides a long, fire-breathing dragon past an army of flak-spewing aliens - and ultimately towards a confrontation with a larger guardian. Adding a twist to the plot, though, is the dragon's tail which has snake-like properties and is used to protect it from enemy fire. However, with every successive hit, its colour changes to red and, if this happens too often, a flashing sign is displayed warning you that the dragon is about to explode.

As the Dragon winds its way through the many caverns, more and more aliens make an appearance and protecting the scaly beast becomes much harder - although there is also a tutorial mode which eases you into such problems, making the game considerably easier in the long run. Details regarding the game's scenario and the number of levels have yet to be set, but expect all such details in NMS soon.


1UP
00
HIGH SCORE
596300
TIME 958
FIRE


2100
HIGH SCORE
596300
TIME 728
FIRE

▲ Mind the five blue balls of desolation, Marlon!

WARNING!
LIFE LEFT 2

▲ Fly, fly you fool.

▲ Chasing the dragon.

GAME FAX

SYVALION
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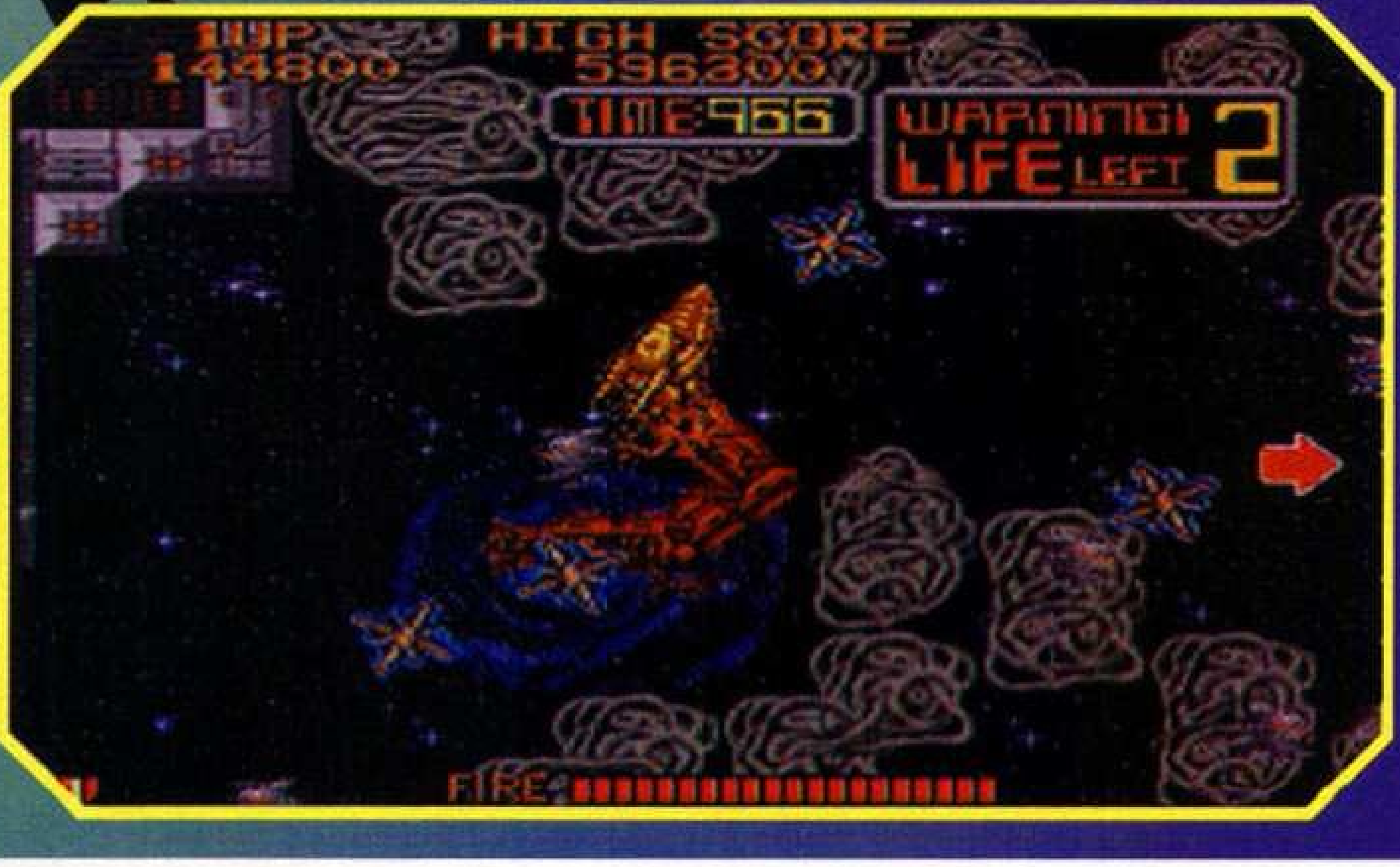
- PRICE: TBA
- BY: JVC
- PLAYERS :1
- MEGS: 2


1UP
144800
HIGH SCORE
596300
TIME 966
WARNING!
LIFE LEFT 2
FIRE

A.S 2

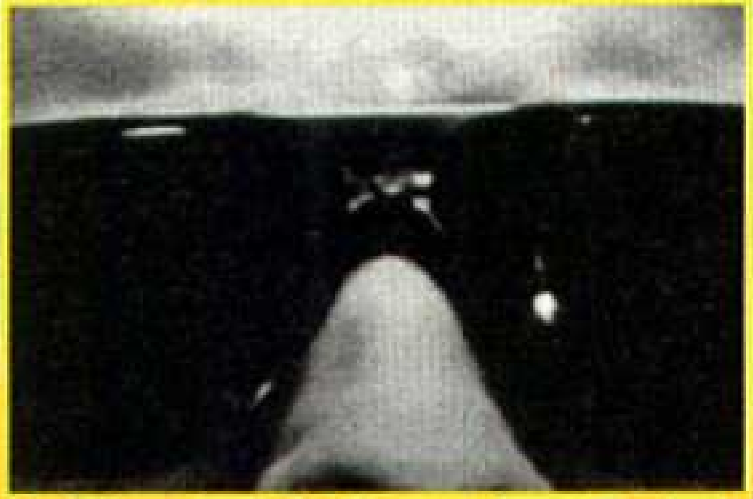
SNES

THE TERMINATOR

GAME FAX

THE TERMINATOR

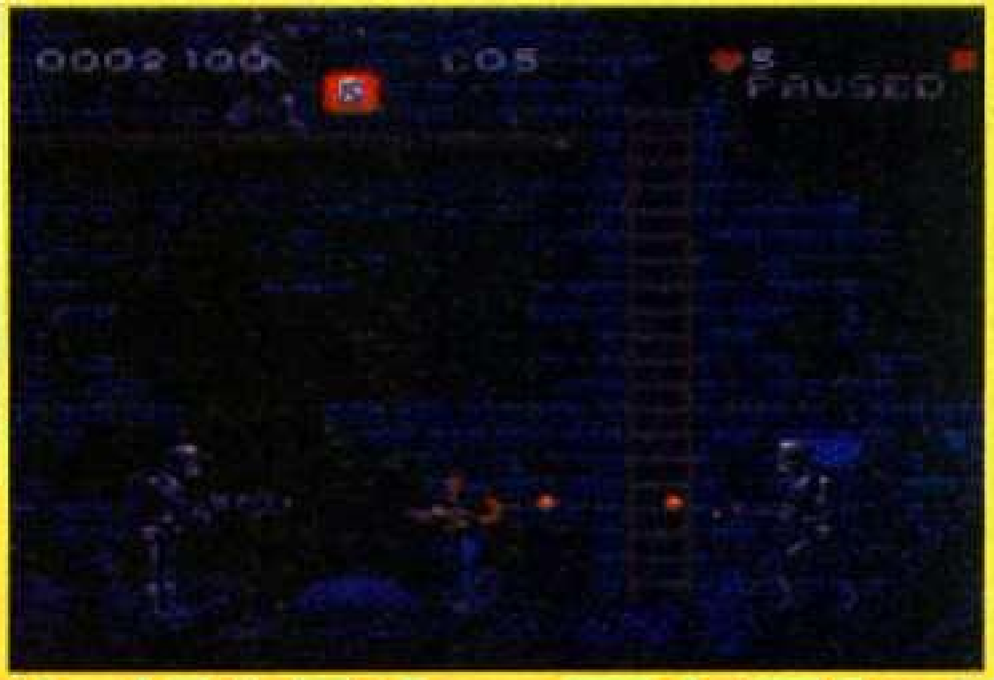
- PRICE: TBA
- BY: MINDSCAPE
- PLAYERS :1
- MEGS: 4

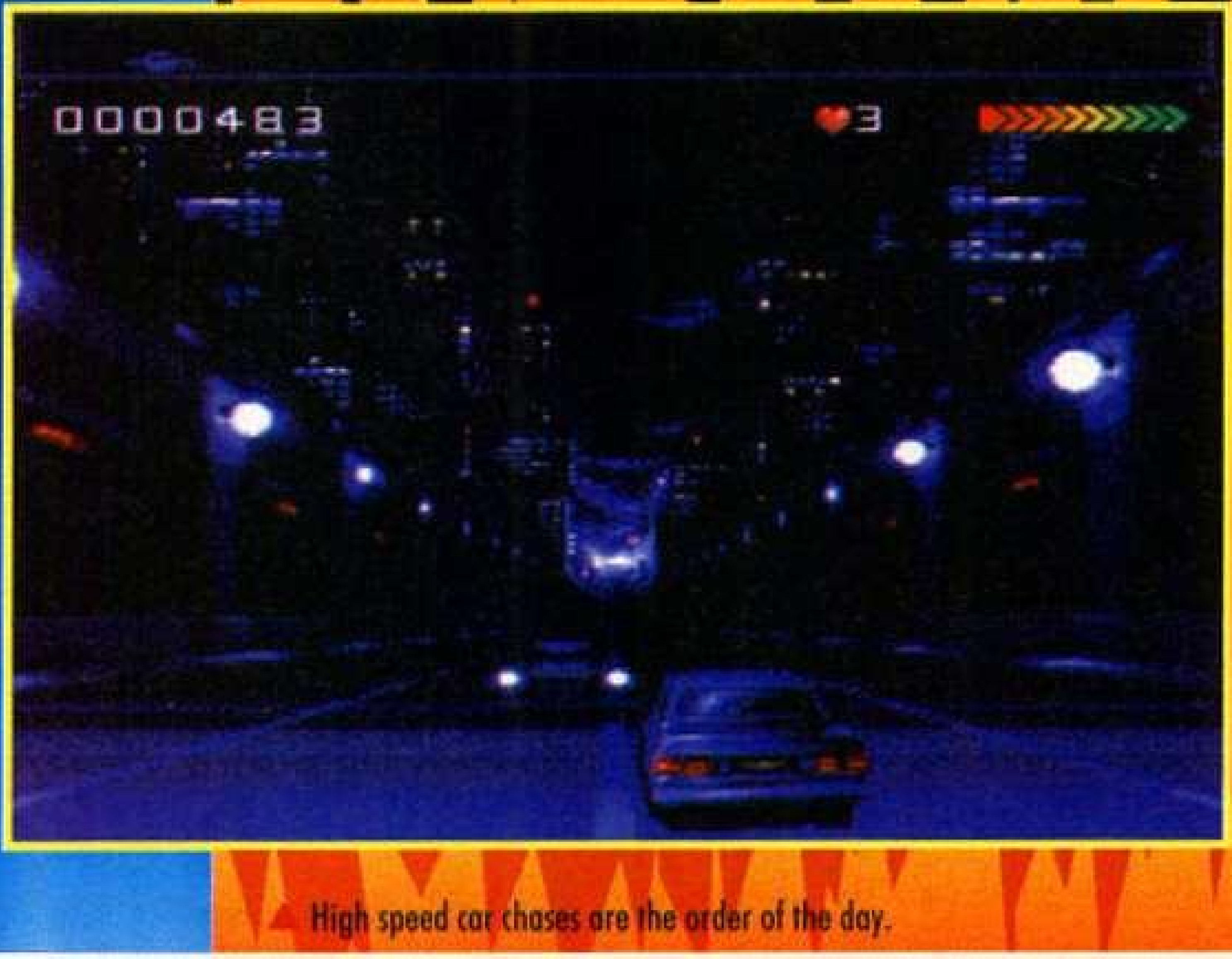


Only Arnie can look so hard!

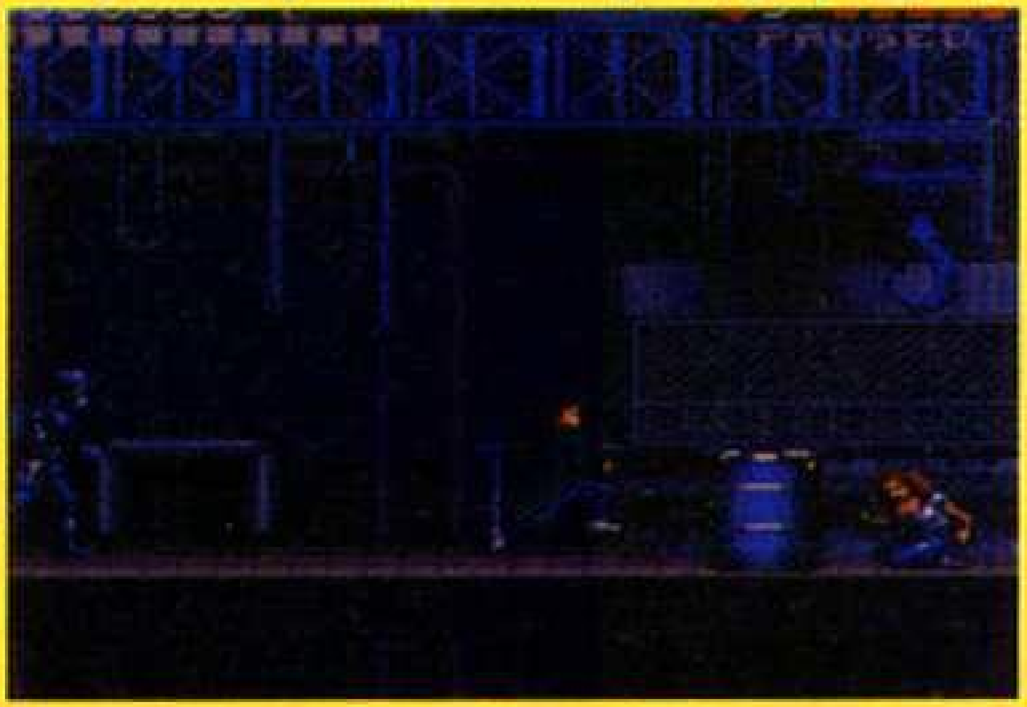
According to James Cameron's film The Terminator, the future doesn't exactly seem like a bundle of laughs. Controlled by a master computer called Skynet, robots have taken control of the Earth having wiped out the human populace in a massive nuclear onslaught. However, one person can help mankind avoid this fate - you.

Adopting the persona of the film's hero, Kyle Reece, a series of Terminator-infested levels stand before you in your attempt to save the world. Following the film's plot almost scene by scene, Kyle begins his quest in the future where he tackles the machines single-handedly and attempts to warp back to 1984; the time zone inhabited by Sarah Connor - the woman destined to give birth to the man who eventually defeats Skynet. Thinking along the same lines, Skynet sends a Terminator back to beat you to Sarah. All the film's famous scenes have been recreated - the police station shoot-out, the coach chase, and the final conflict within the pressing plant - and digitised interludes also keep you posted of Sarah's whereabouts. Expect a full review in a forthcoming issue of NINTENDO MAGAZINE SYSTEM.





High speed car chases are the order of the day.



Kyle Reese and Sarah Connor run for cover from the pursuing terminator. Yipes!

A.S 3
SNES

THERE ARE TIMES WHEN YOU THINK

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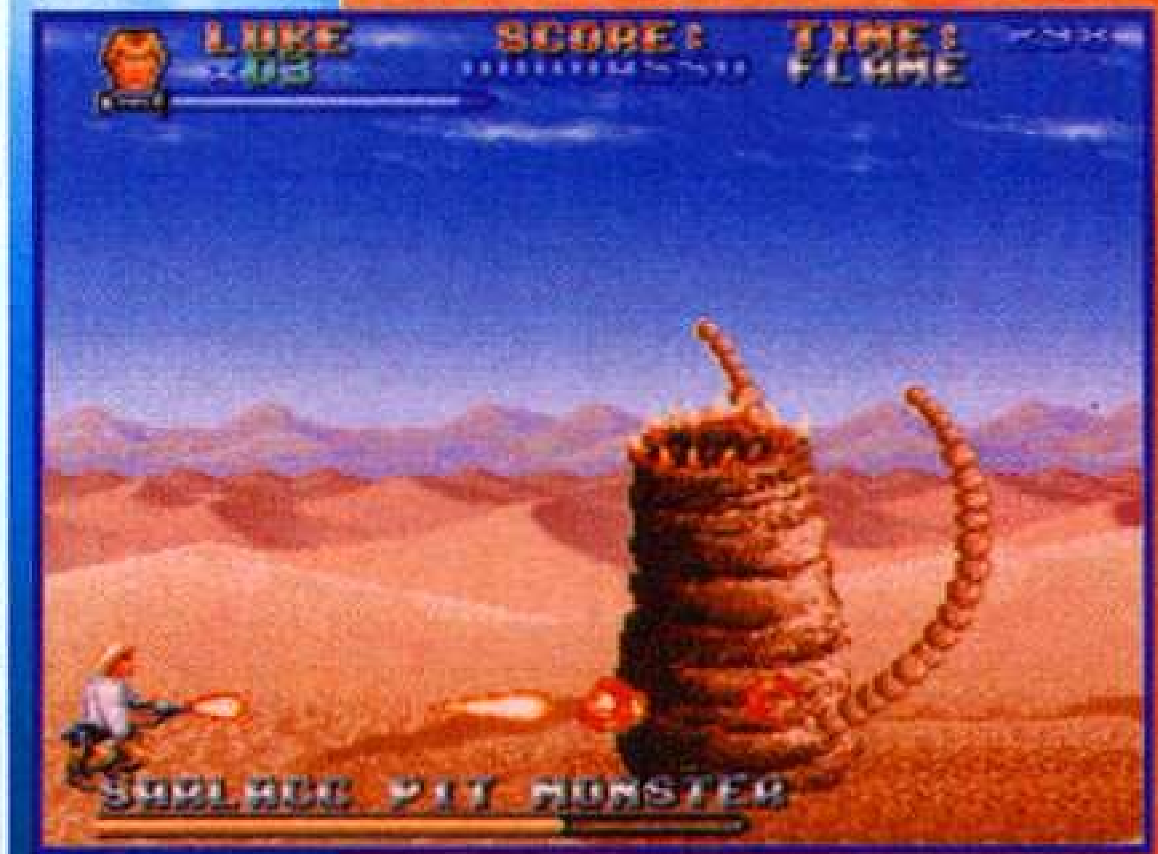
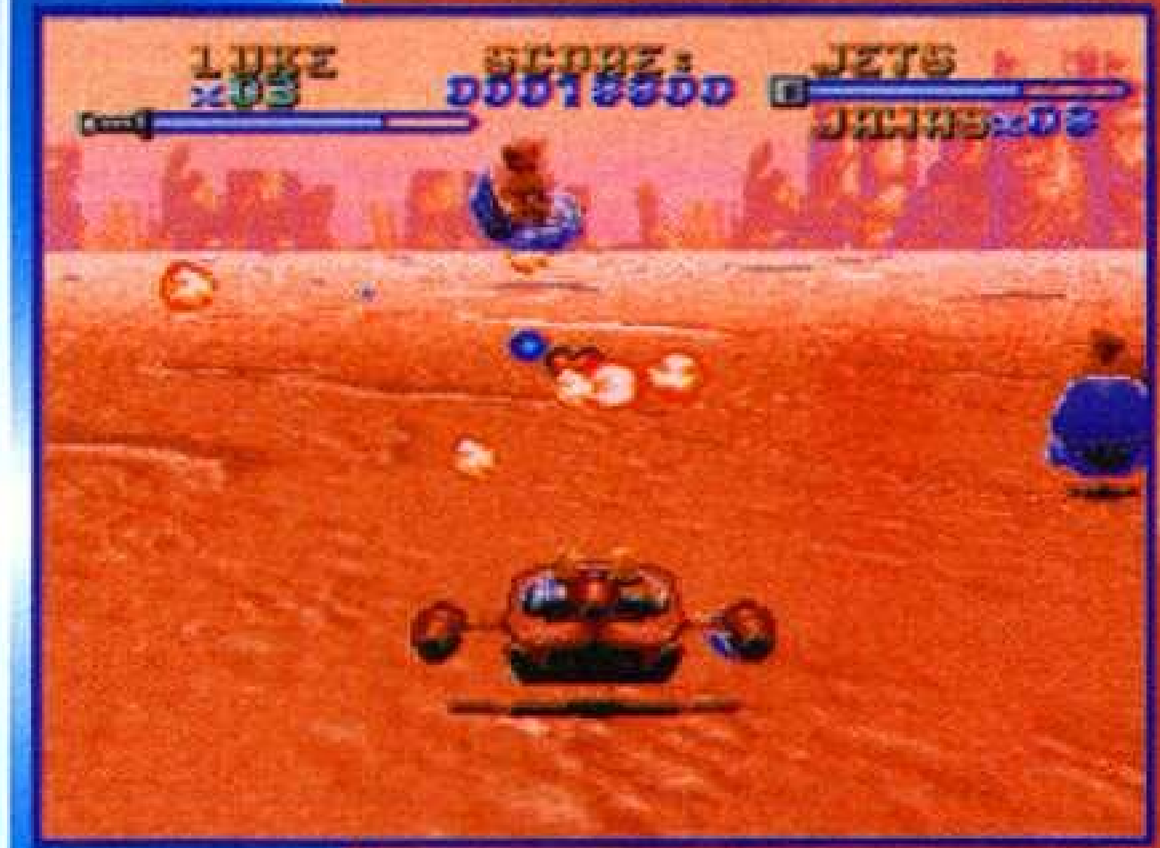
SUP STA WAR

Star Wars is one of the most famous films of all time, and to celebrate its 15th anniversary JVC have are set to release this official game-of-the-film for the Super NES. And what a game it is! Following every step of Luke's momentous quest from Tatooine farm boy to saviour of the Imperial Princess and destroyer of the Death Star - the most powerful weapon in the entire Universe. Super Star Wars explores and realises all the potential of the blockbusting movie. Featuring astounding music (the best we've heard on Super NES), marvellous graphics and a variety of different play styles, Super Star Wars is going to be massive when it's released in March. If you simply can't wait to see it, never mind. Here are shots from every level of the game for you to drool over...


LUKE
x03
SCORE:
TIME:
FLAME
SARLACC PIT MONSTER

TATOOINE DESERT

Luke has seen an escape pod crash land and has decided to investigate. Unfortunately, the pod has crash-landed in one of the most inhospitable parts of Tatooine's desert, and Luke is attacked from all sides by dangerous creatures. Fortunately, he has his blaster at the ready...

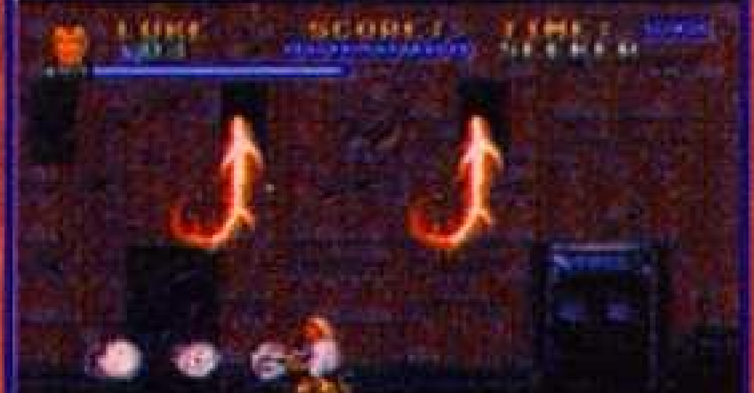

LUKE
x03
SCORE:
00018000
JETS
JAWAS x03

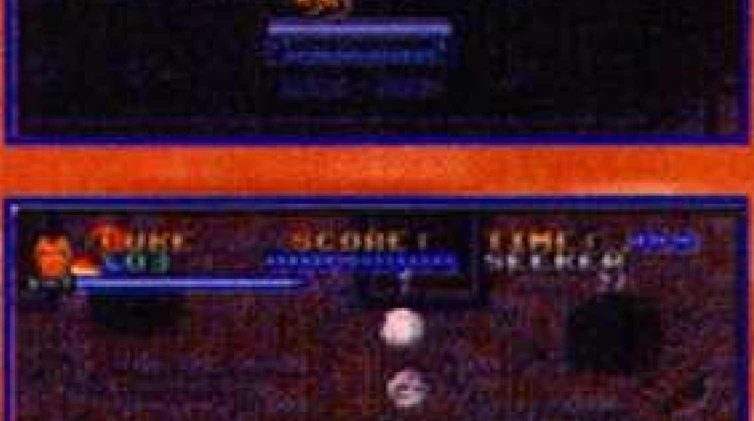
LANDSPEEDER CHASE

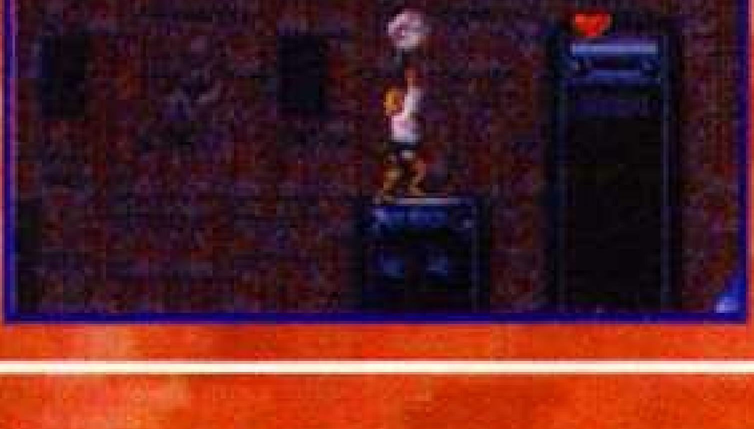
Having found one of the occupants of the pod, a golden 'droid called C3PO, Luke leaps into his landspeeder and sets off to rescue the other robot, R2-D2, which has been nabbed by the Jawas and hidden in their massive sand crawler transporter. Mode 7 3D action ahoy!

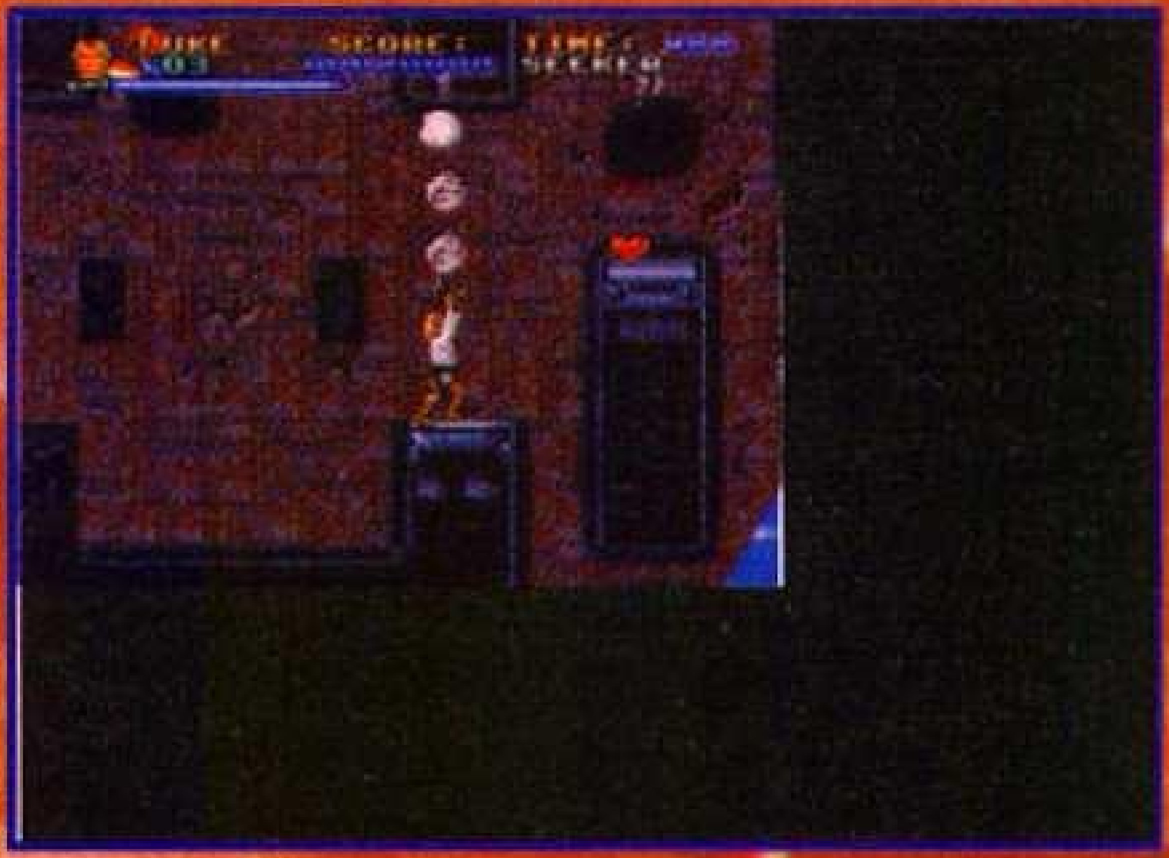
JAWA SAND-CRAWLER

Having reached the sandcrawler, Luke tries to get inside. The only problem is that the entrance is right on the top of the huge massive vehicle, and reaching it requires scaling its well-defended side.


LUKE
x03
SCORE:
TIME:
FLAME

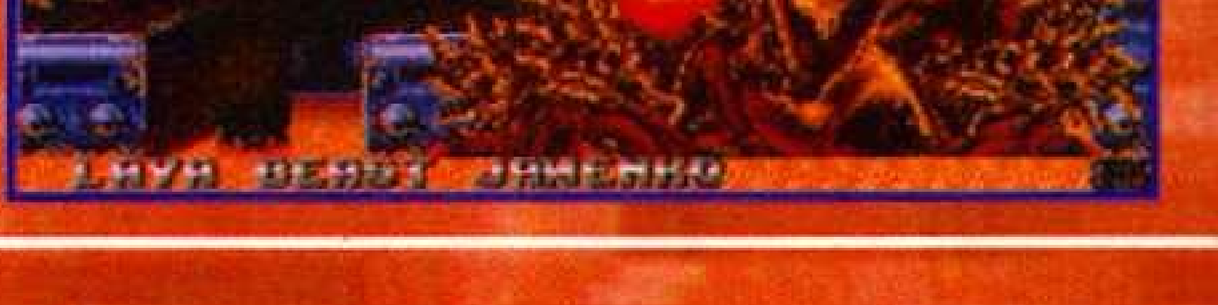

LUKE
x03
SCORE:
TIME:
SEEKER


LUKE
x03
SCORE:
TIME:
SEEKER


LUKE
x03
SCORE:
TIME:
SEEKER

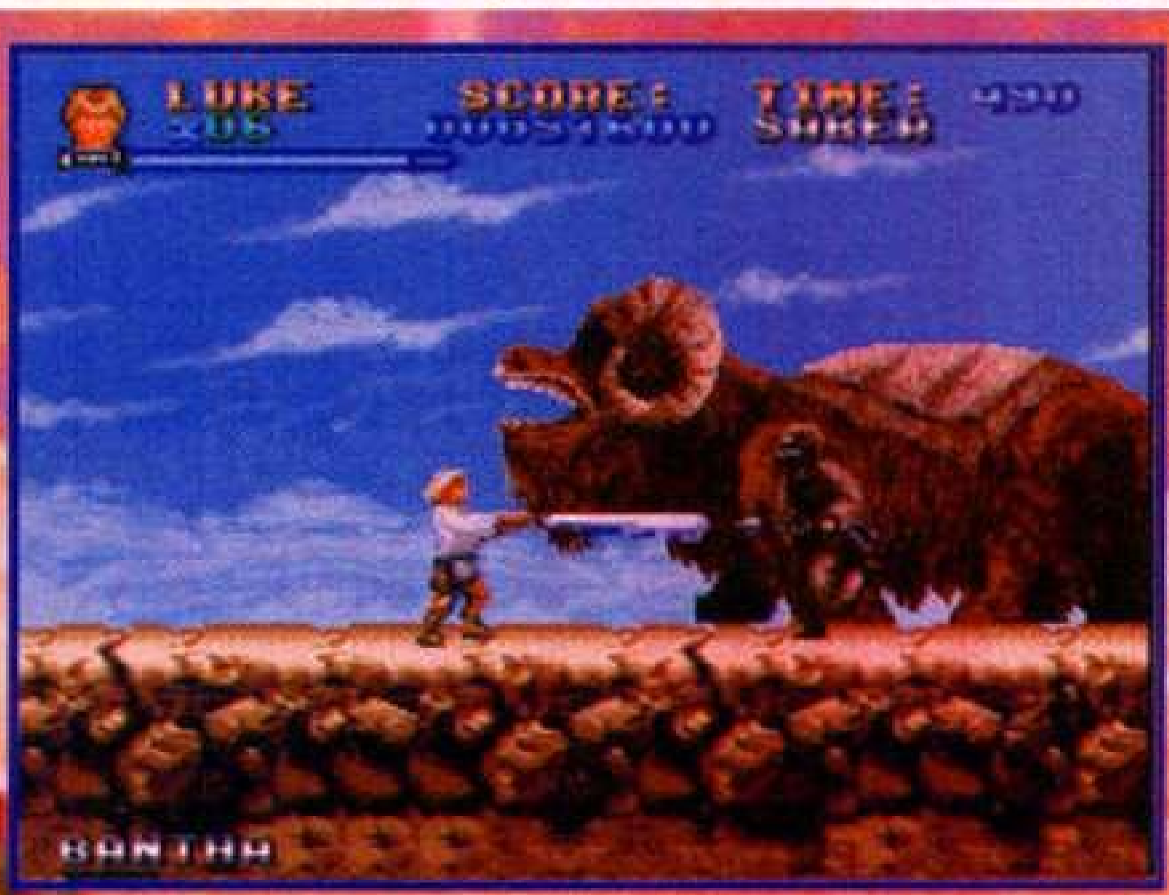
INSIDE THE JAWA SAND-CRAWLER

Having gained entrance, Luke explores its danger-packed interior in an attempt to find R2. Crushers, flame throwers and red hot floors are but three of the many dangers lurking within.


LUKE
x02
SCORE:
TIME:
FLAME
LAVA BEAST JAWENKO

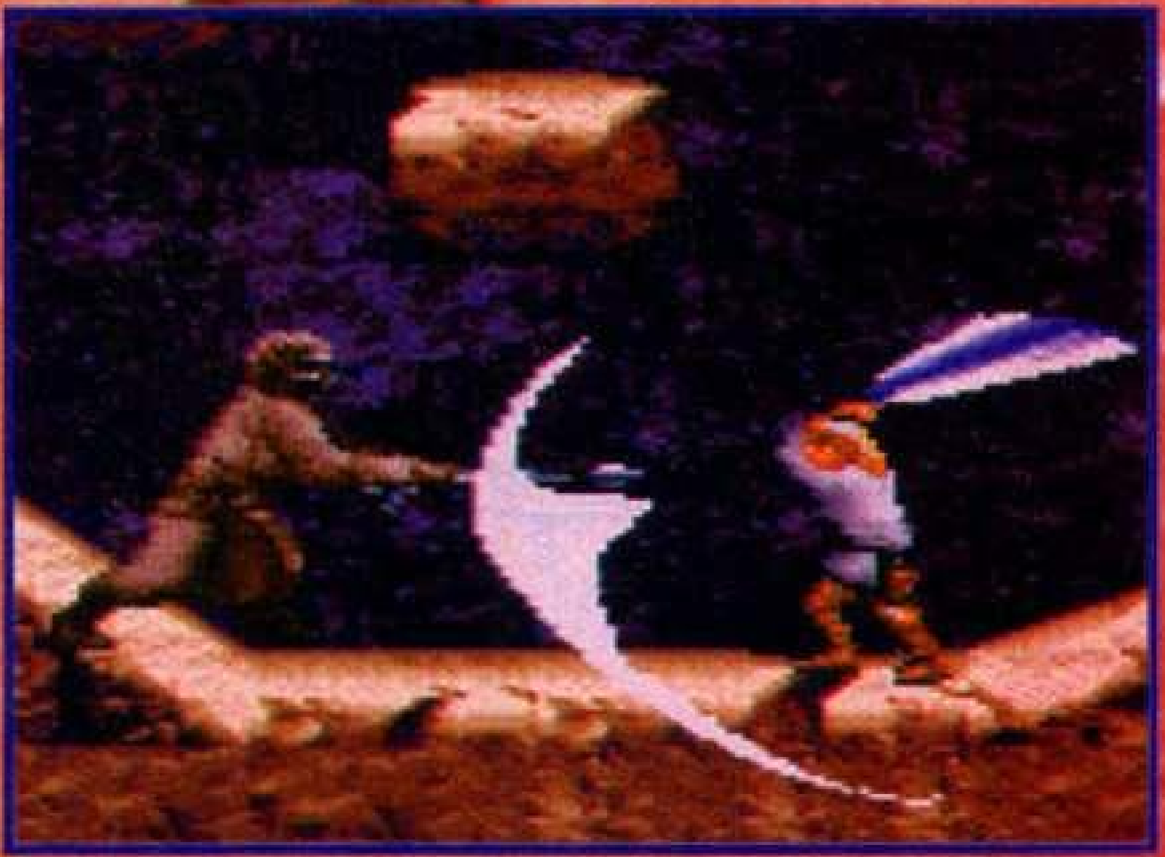
A.S 5

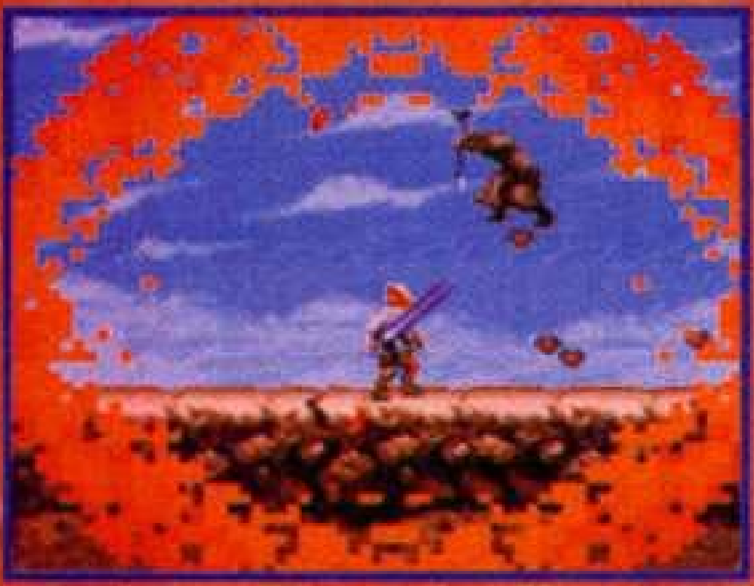
SNES



TUSKEN RAIDERS CAVERN

R2-D2 is rescued, and reveals it's the property of one Ben "Obi-Wan" Kenobi. Luke decides to find this mysterious character, who just happens to be living beyond the lands of the Tusken Raiders. Negotiating many natural hazards and beating off Tusken attacks a-plenty is Luke's task here as he heads towards Ben's residence.



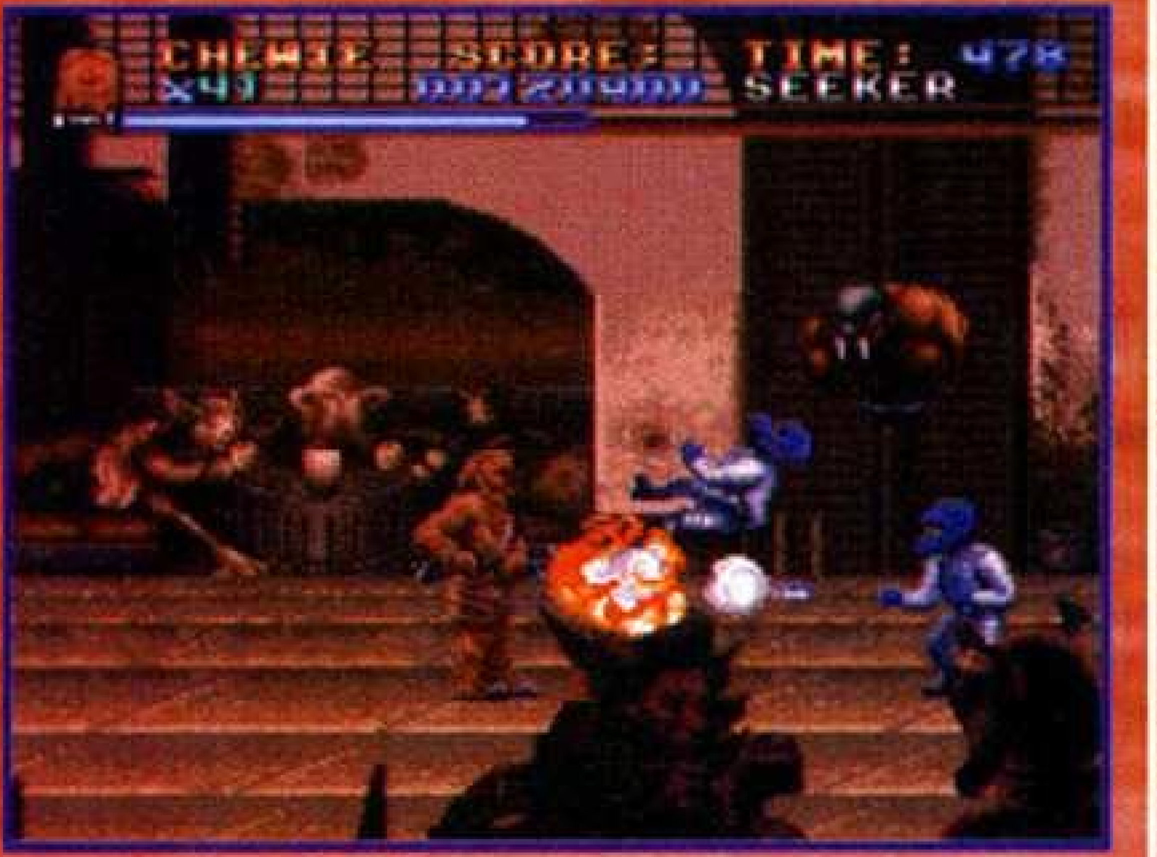


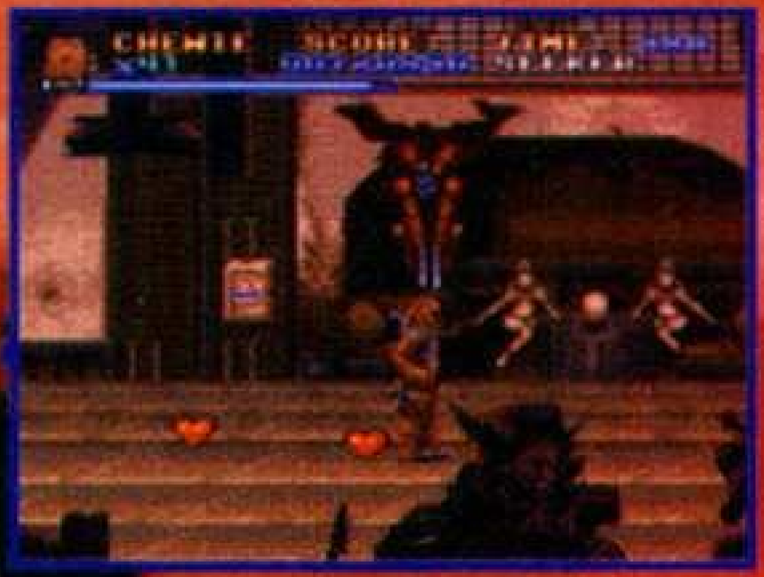
LAND SPEEDER II

More high speed mode 7 3D action as Luke, Ben and the two droids speed towards Mos Eisley space port while dodging Jawas on Jawasaki jetbikes.

MOS EISLEY

Once at the town it's up to Luke to run the gauntlet of platoons of Storm Troopers and make it to the Cantina where he and Ben have a rendezvous with space smuggler Han Solo's Wookie co-pilot, Chewbacca.





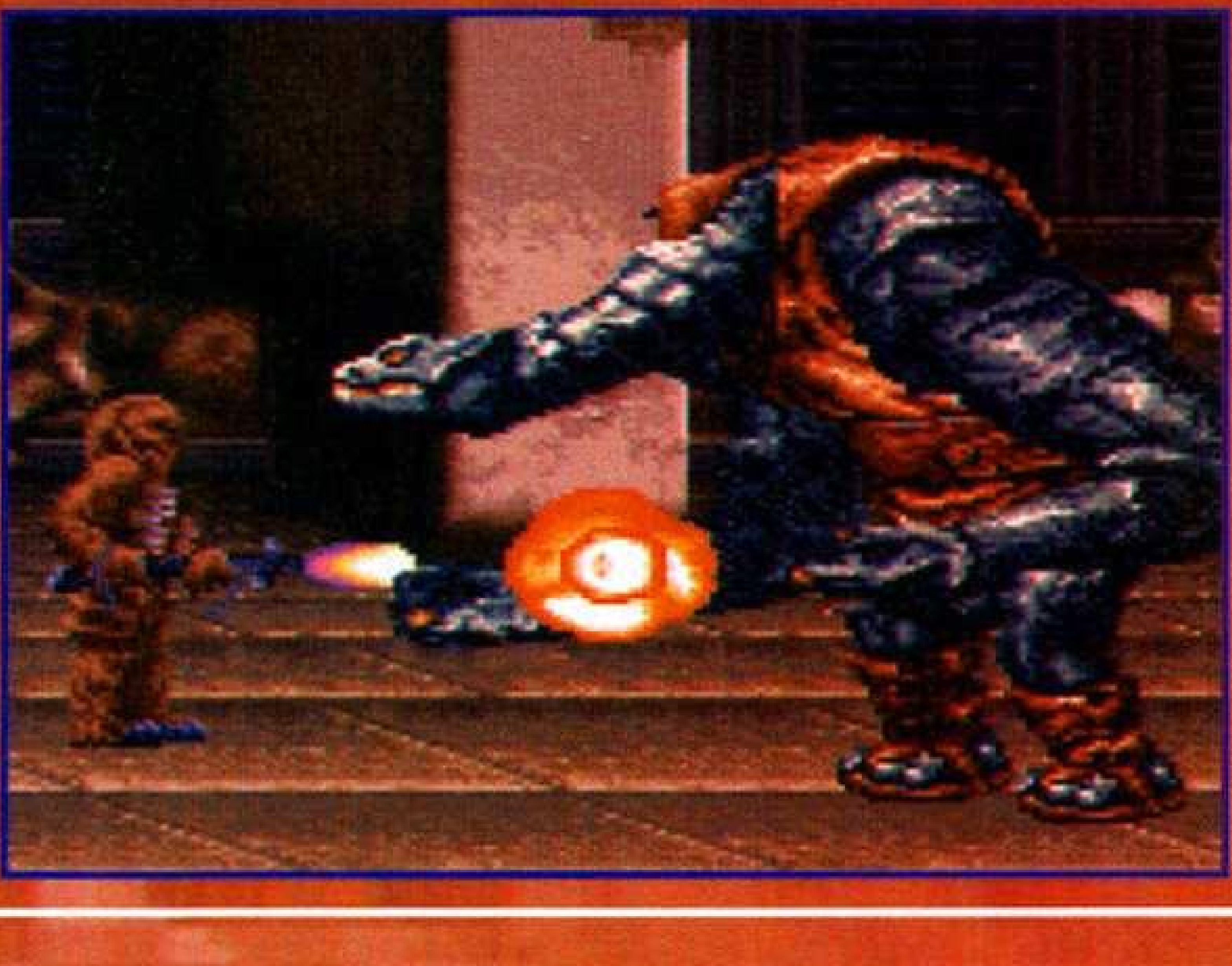
CANTINA FIGHT

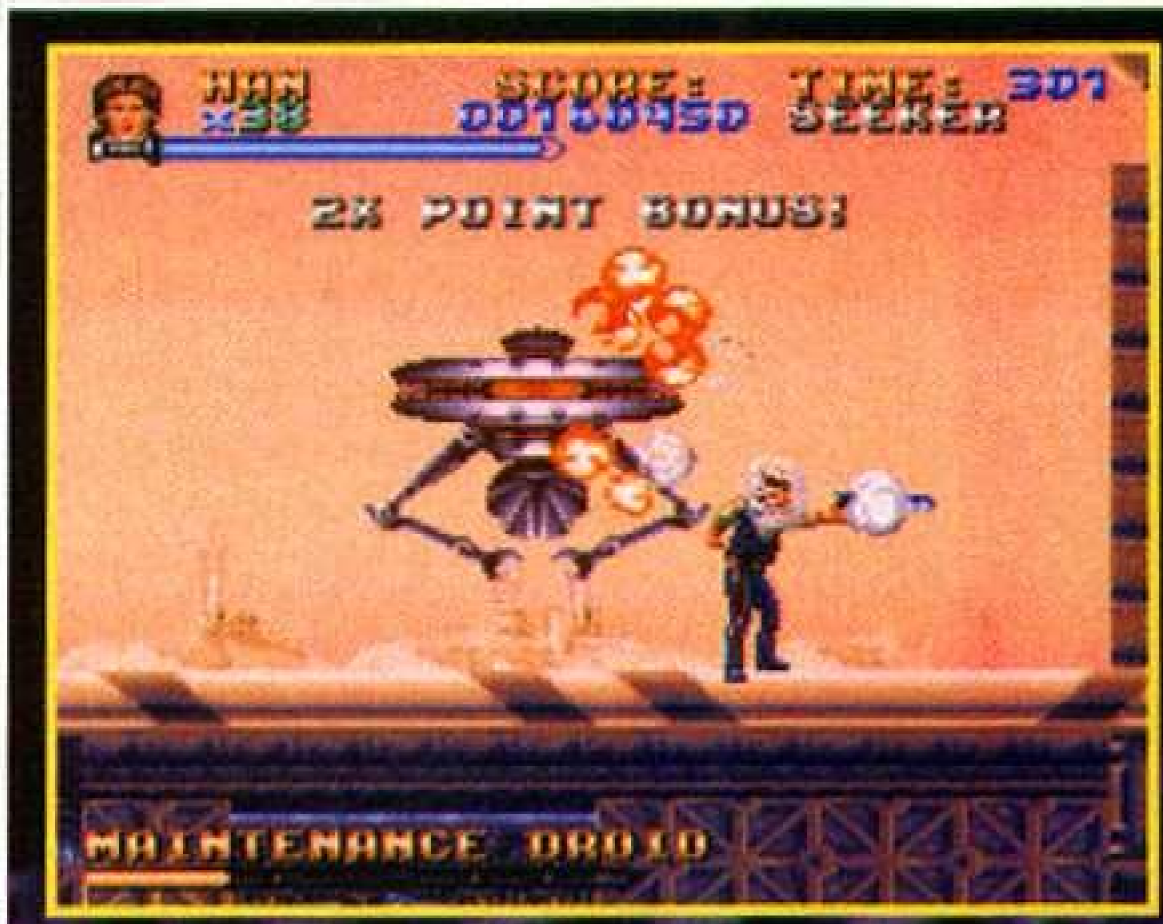
The Mos Eisley Cantina isn't exactly known for its high class clientele and gentile atmosphere, because it's full of rough 'n' tough space pilots just waiting for a hence-called punch-jamboree. Luke and Chewie have to beat their way all the way through to the rear bar, where Han is waiting.

GAME FAX

STAR WARS

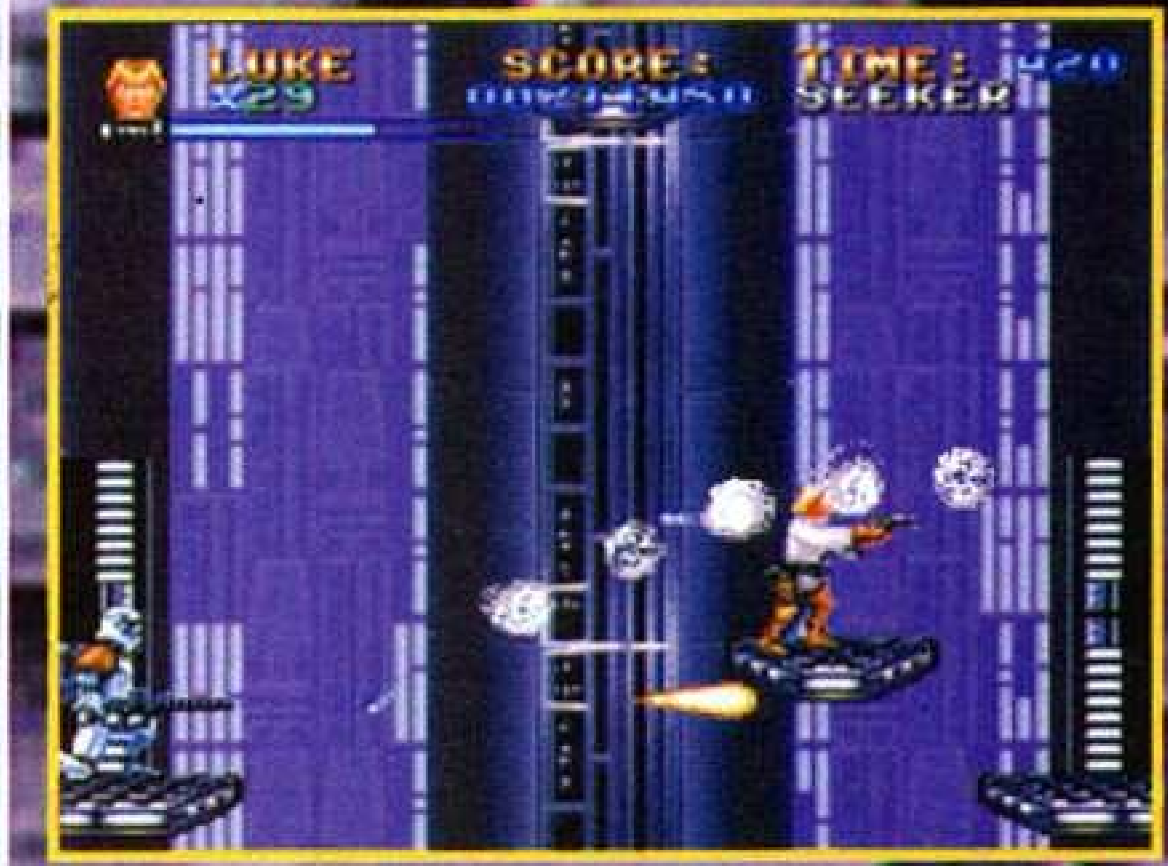
- PRICE: TBA
- BY: JVC
- PLAYERS :1
- MEGS: 8

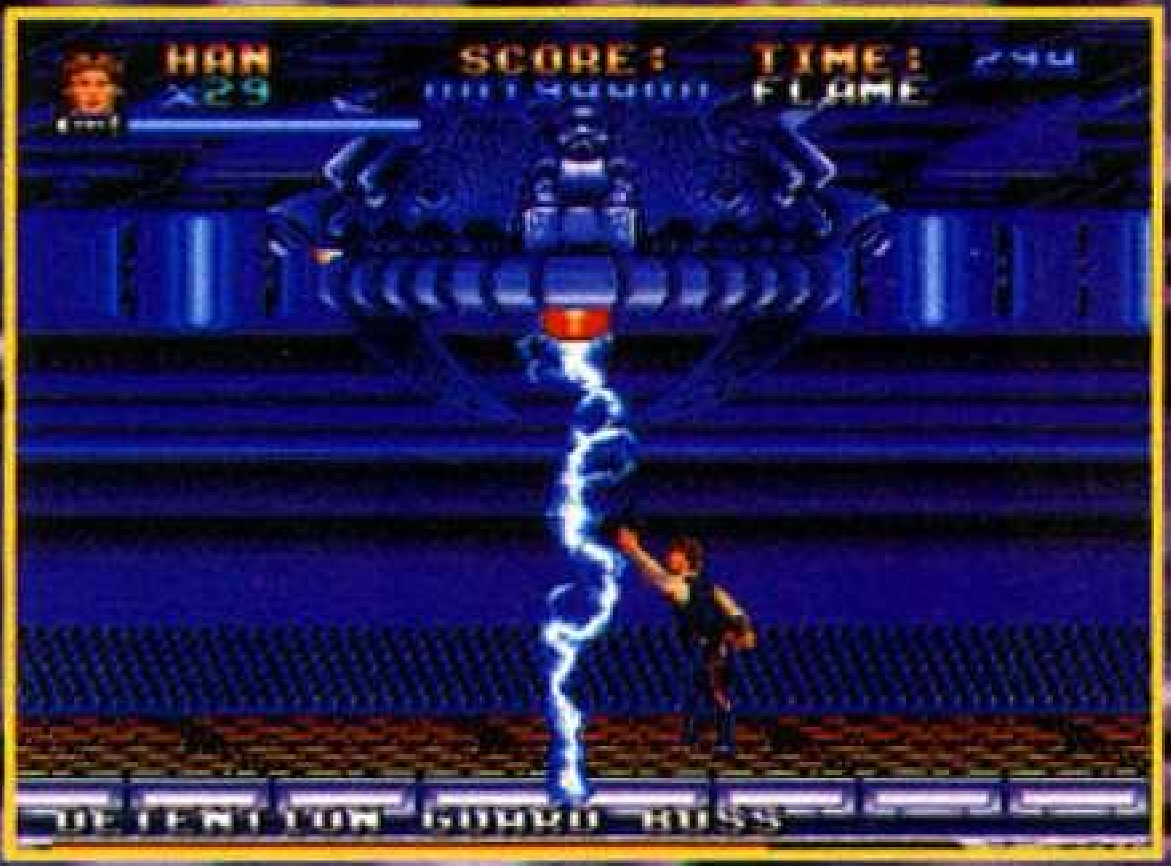



HAN
x38
SCORE:
TIME: 301
SEEKER
2X POINT BONUS!
MAINTENANCE DROID

MOS EISLEY SPACEPORT

Once the heroes are together, they make their way to the Millennium Falcon, which just happens to be in the most well-defended, Storm Trooper-packed part of the space port. Ah well, c'est la vie. Or nous mort, as the case may be.


LUKE
x29
SCORE:
TIME:
SEEKER

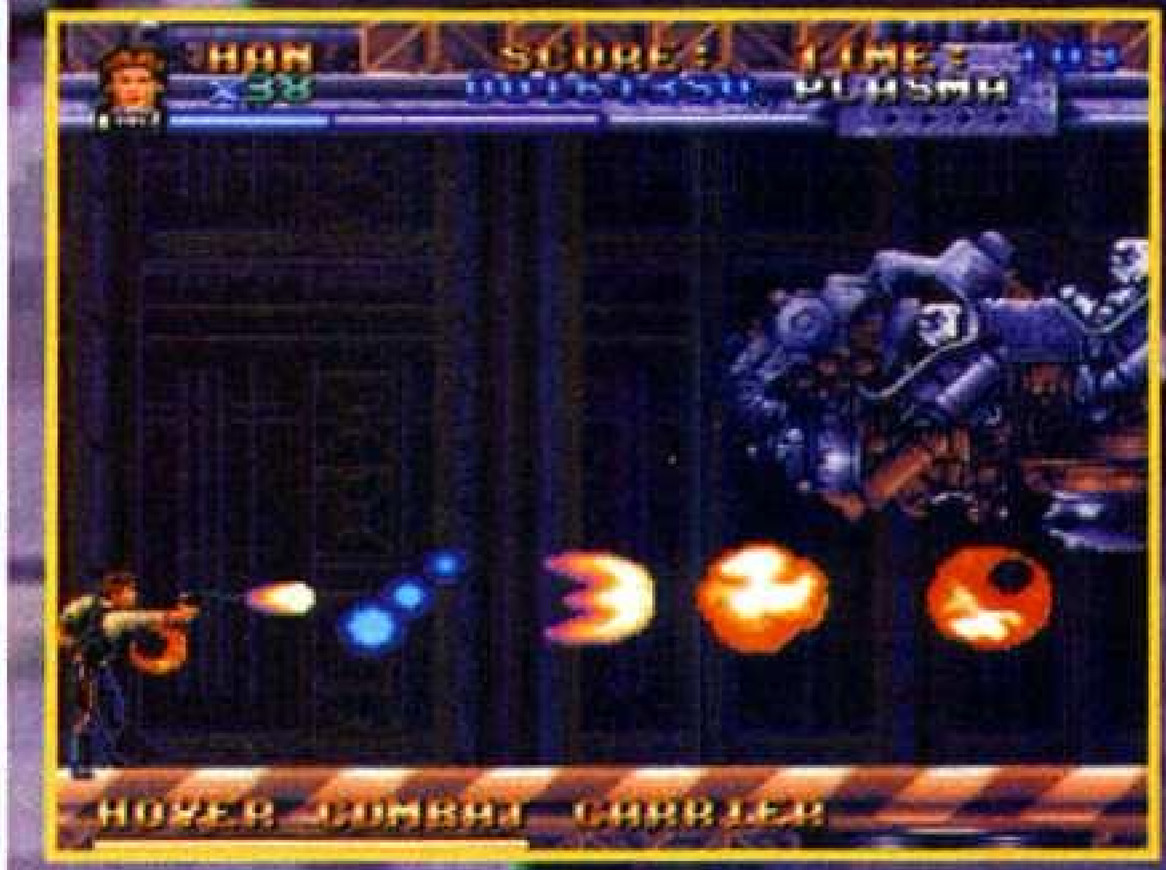

HAN
x29
SCORE:
TIME:
FLAME
DETENTION GUARD BOSS

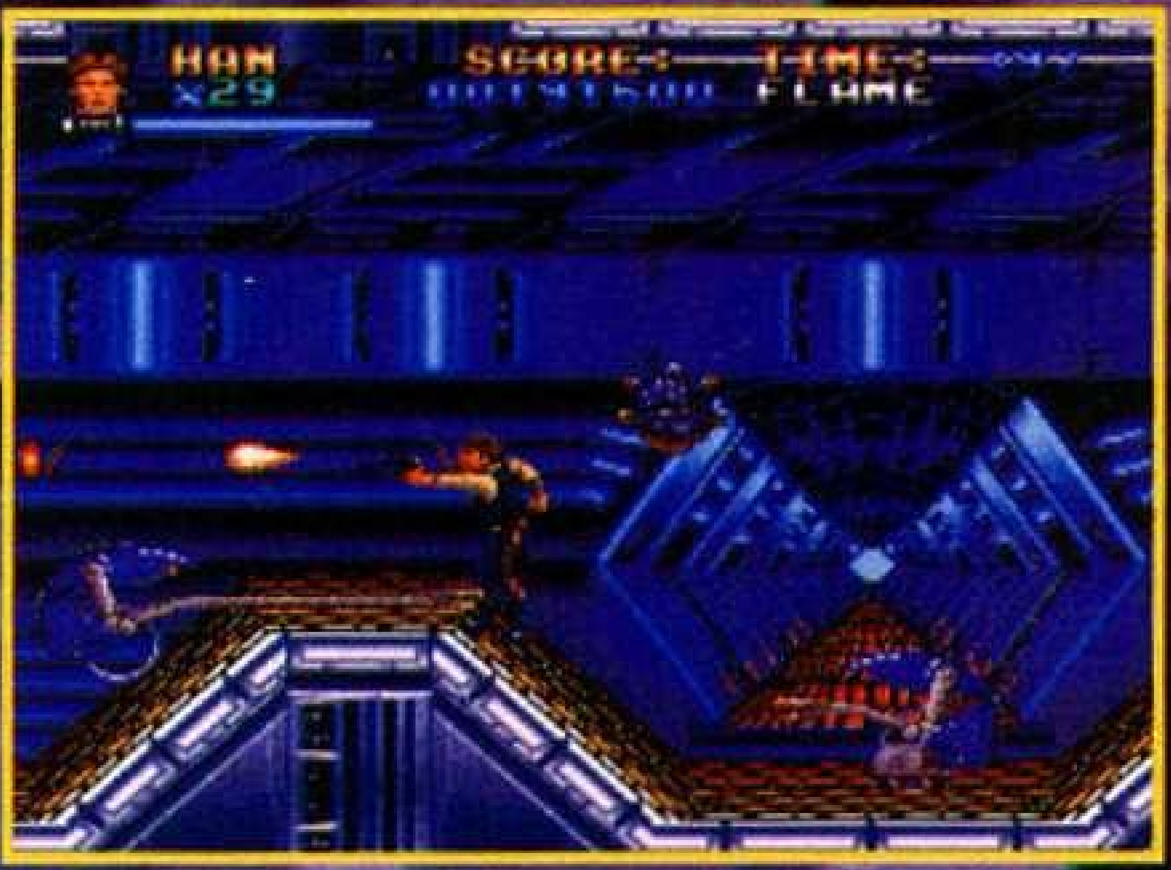
DEATH STAR RESCUE

Having fled Tatooine, the heroes find themselves irresistibly attracted to the Death Star - mainly because Darth Vader and his chums have their very powerful tractor beam trained on the Millennium Falcon! Hiding in secret compartments inside the ship while it's searched, the quartet manage to sneak out and, in a fit of heroic pique, decide to find and rescue Princess Leia who's held captive somewhere within the maze-like Death Star.

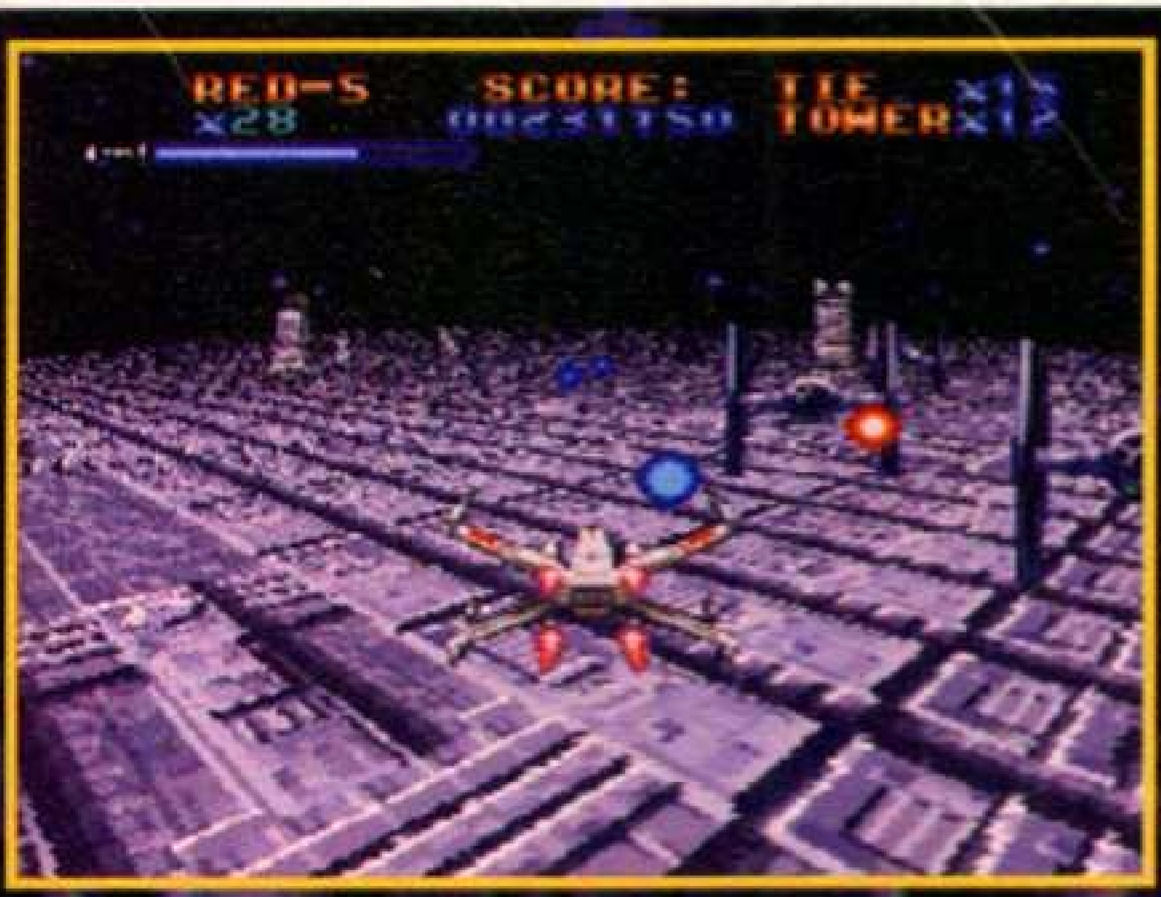
DEATH STAR TRACTOR BEAM

The Princess rescued, the valiant band have to escape the Death Star. And the only way they can do that is by switching off the tractor beam which would otherwise pull them in as soon as they took off. Much platform action ensues as a volunteer tackles the tractor beam tower's automatic defence system.


HAN
x38
SCORE:
TIME:
PLASMA
HOVER COMBAT CARRIER

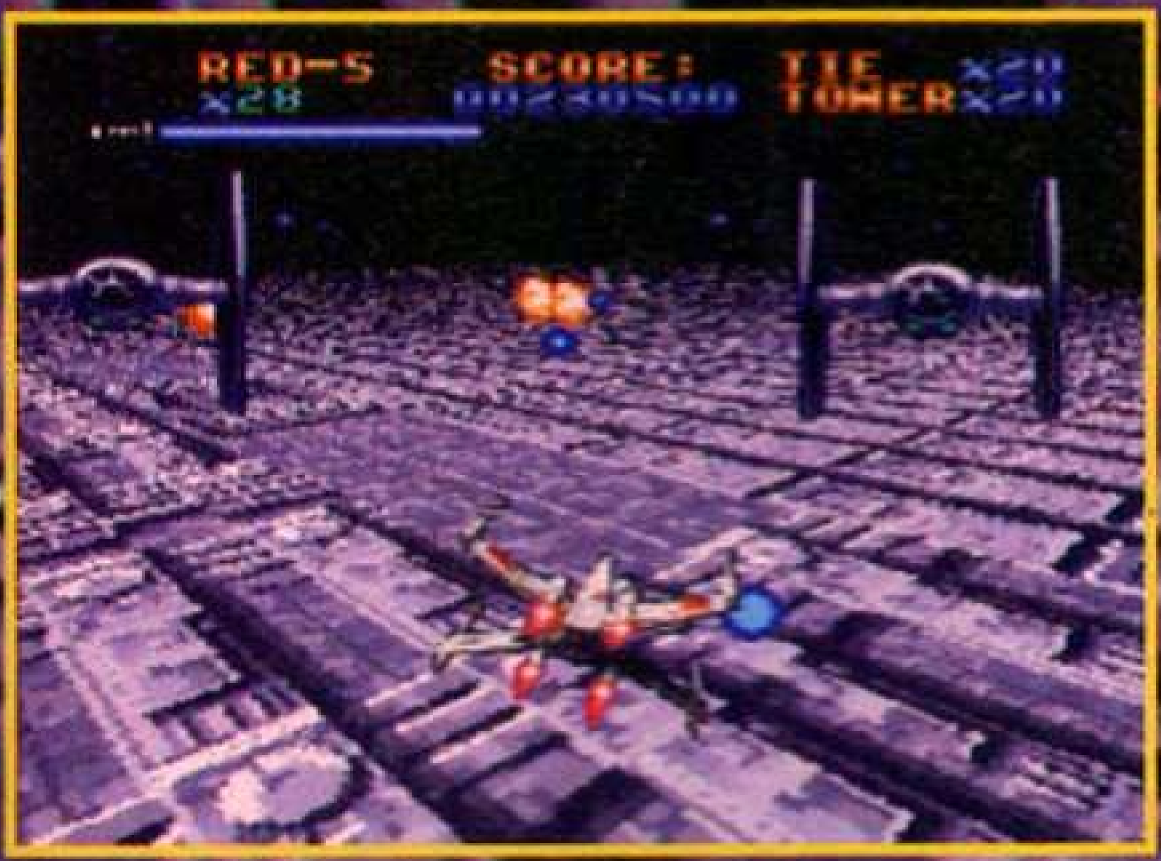

HAN
x29
SCORE:
TIME:
FLAME

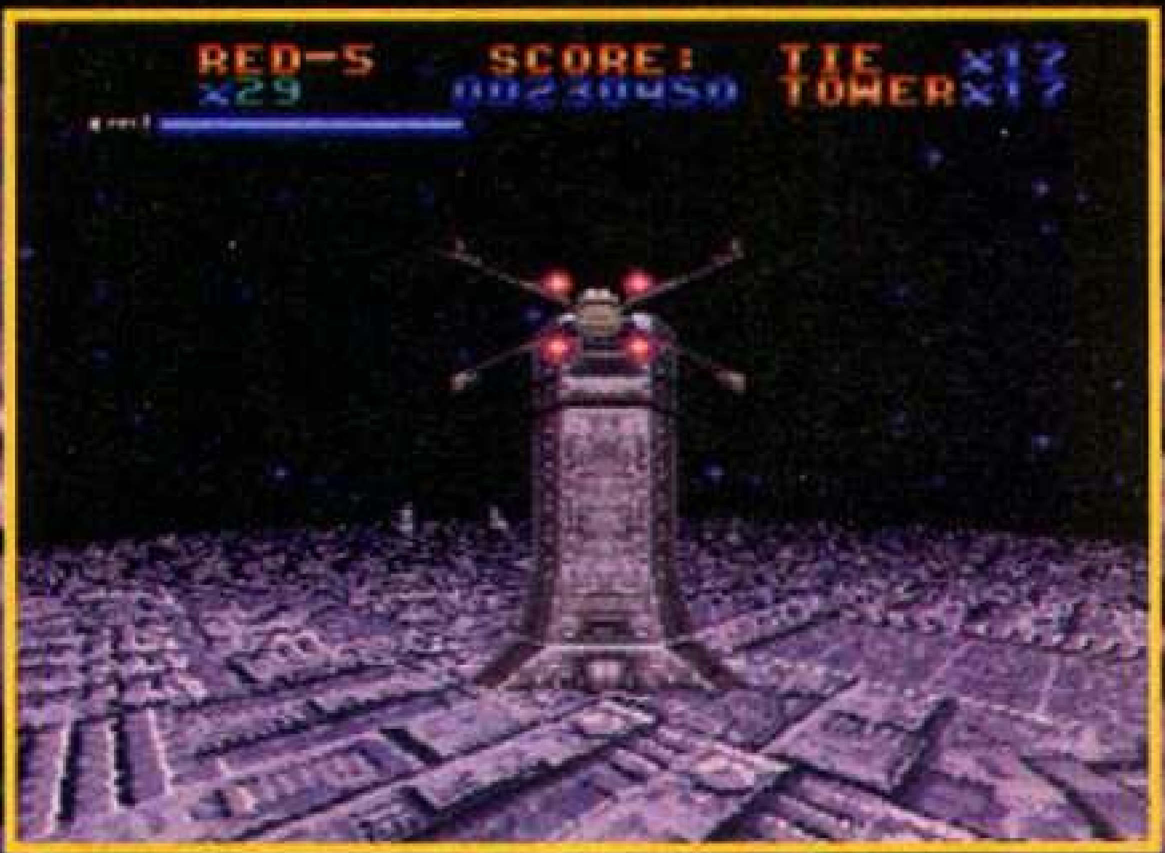
YOU CAN'T
STRIKE ME
MORE POWE
POSSIBLY


RED-5
x28
SCORE:
TIE
TOWER

X-WING ATTACK

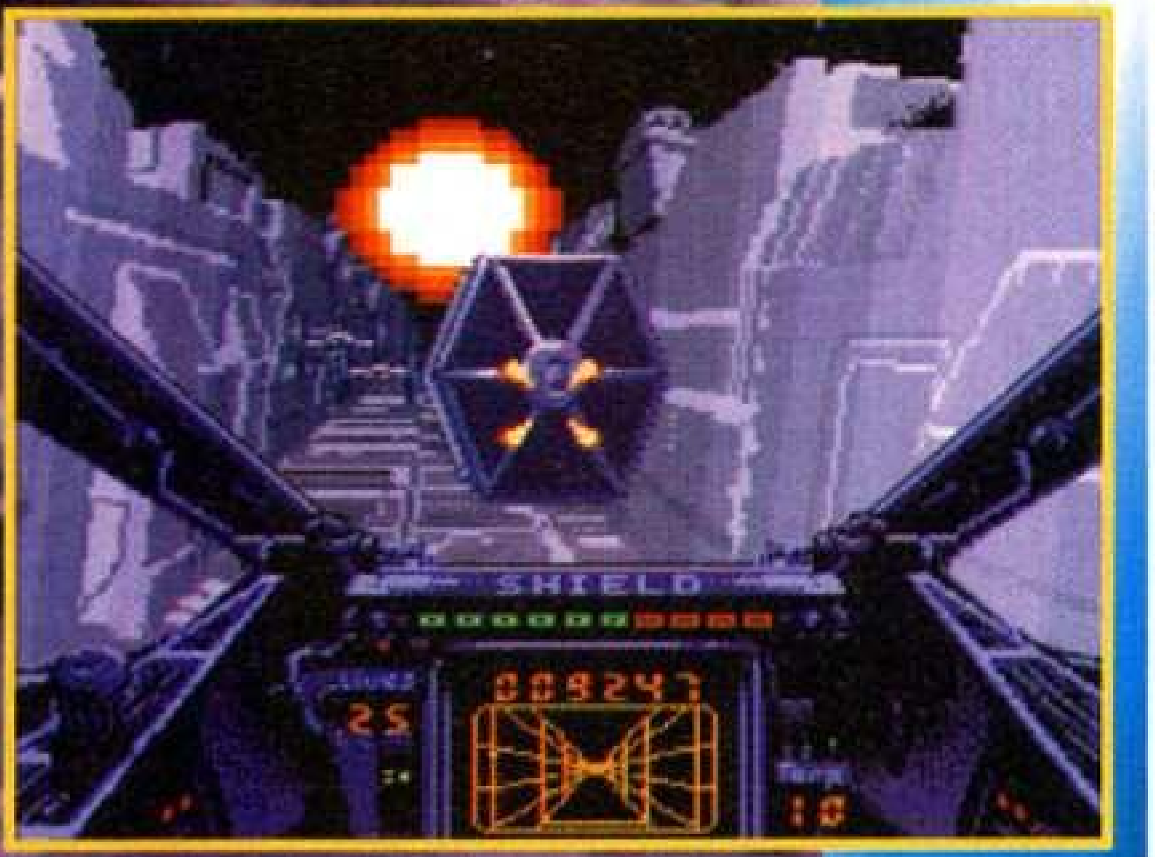
The heroes arrive at the rebel base just in time to join the attack on the Empire's massed fleet. Controlling an X-Wing fighter high above the mode 7 3D Death Star landscape, it's the player's job to take out the requisite amount of Tie Fighters and Control Towers and clear the way for the trench assault.


RED-5
x28
SCORE:
TIE
TOWER

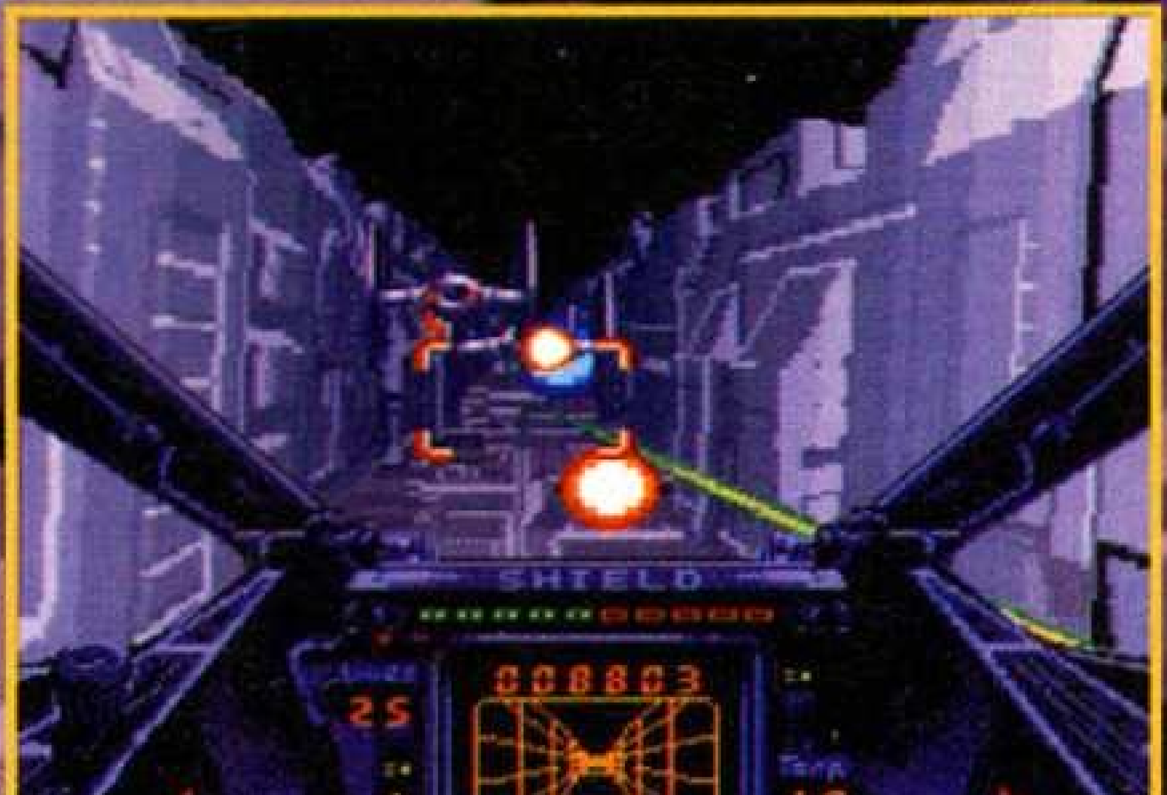

RED-5
x29
SCORE:
TIE
TOWER

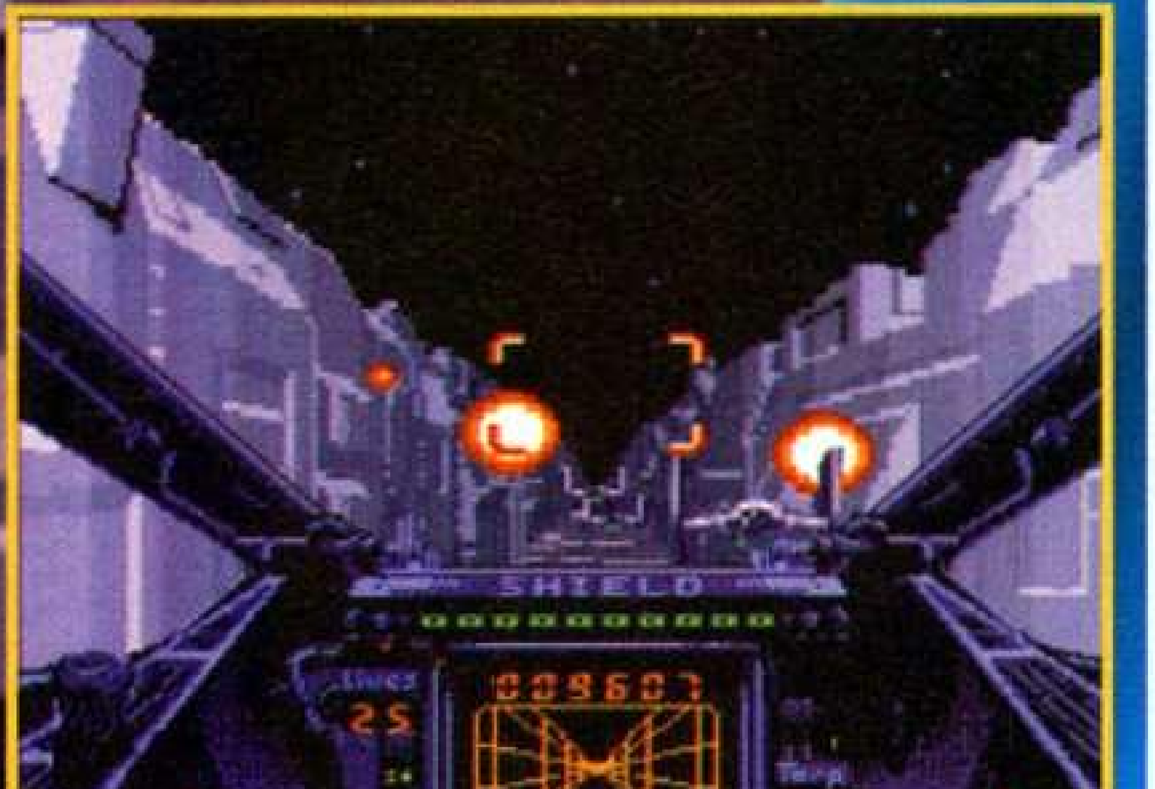
FINAL TRENCH ATTACK

The final showdown! More 3D action as the player blasts Tie Fighters and laser ack-ack fire using a crosshair sight as the X-Wing zooms towards the Death Star's single weak point - its exhaust port. Two direct hits into this with proton torpedoes ends the Death Star's menace but inaccuracy means you'll have to try again...


SHIELD
008243
25
10

DARTH. IF YOU
I SHALL BECOME
THAN YOU CAN
GINE!


SHIELD
008803
25
10


SHIELD
008603
25
10

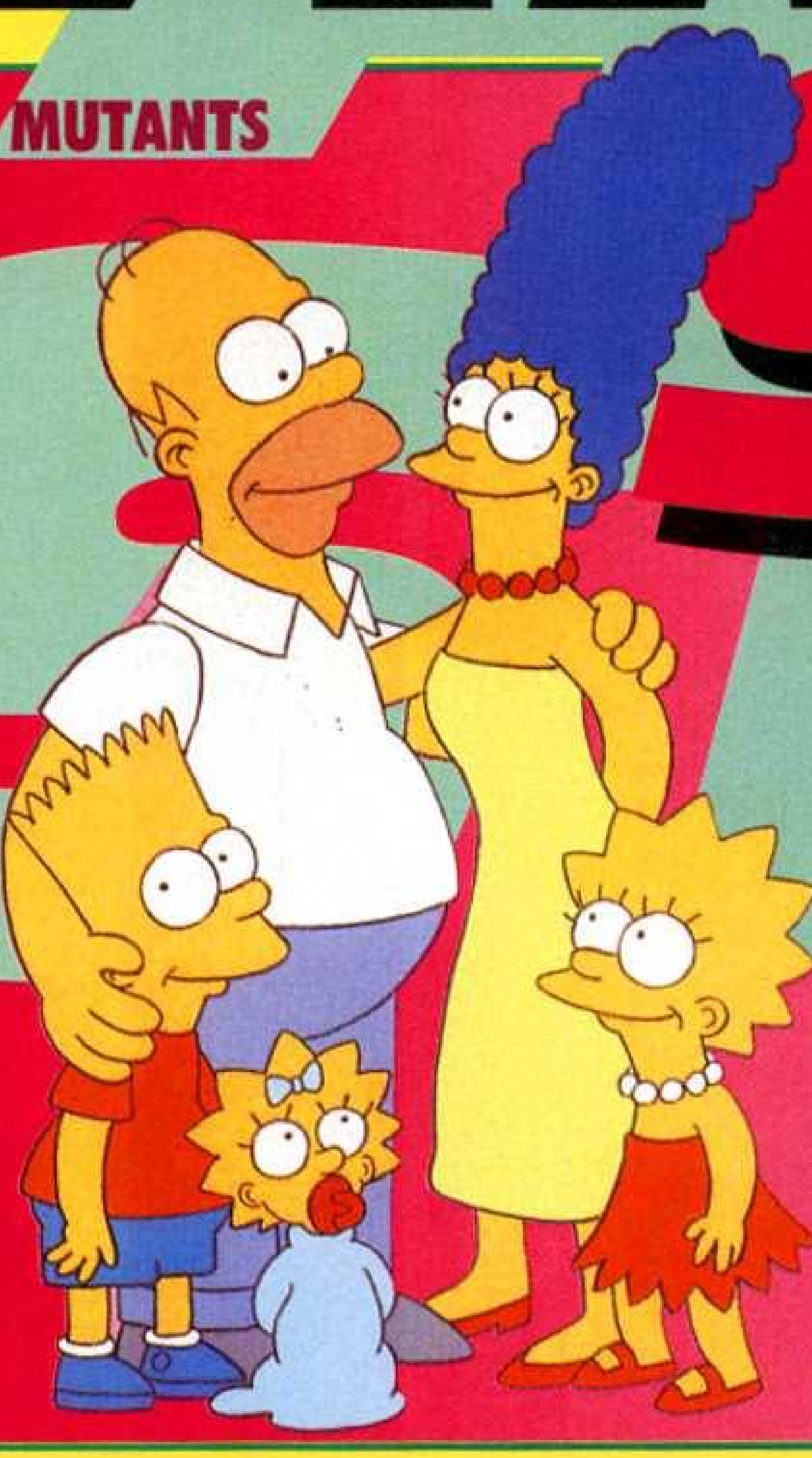
GAME ST

BART VS THE SPACE MUTANTS

BY ACCLAIM
MACHINE: NES
£39.95

The first attempt at producing a Bart Simpson game follows our yellow-haired hero's attempts to foil an invasion of Springfield by cleverly-disguised aliens. The player takes Bart across many scrolling stages which make up his home town, solving a series of object-related puzzles in his quest. Bart locates the devious aliens by donning a pair of special X-ray specs which reveal the extra terrestrials in all their tentacled glory. Bart Vs The Space Mutants is hardly the most exciting game to grace the NES, but its puzzles and large number of stages make it a worthwhile proposition.

PRESENTATION	**75%**
GRAPHICS	**86%**
SOUND	**73%**
PLAYABILITY	**89%**
LASTABILITY	**80%**
OVERALL	**84%**



BART SIMPSON: ESCAPE FROM CAMP DEADLY

BY ACCLAIM
MACHINE: GAME BOY
PRICE £24.99

This is Bart's first appearance on the Game Boy. Homer and Marge have cruelly left him at a Stalag-style holiday camp whilst they escape for some peace and quiet. Not wanting to spend the rest of his vacation in this hell-hole, Bart plans his escape and - guess what? - that's where you come in. Several scrolling and platform-laden screens stand between Bart and freedom, and patrolling these areas are numerous camp counsellors and their assorted nasties. There's plenty of action in this rather samey platformer, but it's nothing we haven't seen before.

PRESENTATION	**80%**
GRAPHICS	**84%**
SOUND	**73%**
PLAYABILITY	**87%**
LASTABILITY	**74%**
OVERALL	**81%**

BUGS BUNNY'S BIRTHDAY BLOW-OUT

BY NINTENDO
MACHINE: NES
£24.99

Yet another scrolling platformer, which this time sees Bugs on his way to a party in honour of his 50th birthday. However, instead of arriving in a chauffeur-driven bathchair, Bugs has to traverse several jerkily-scrolling stages using the platforms and other backdrop features to get past tricky areas. Bugs' favourite meals - ie carrots - act as bonuses for any daring bunny to collect, and these add a little challenge to an otherwise insipid game. All manner of Bugs-related characters make cameo appearances, but the all-too-familiar gameplay and dodgy scrolling should soon have you saying 'that's all folks.

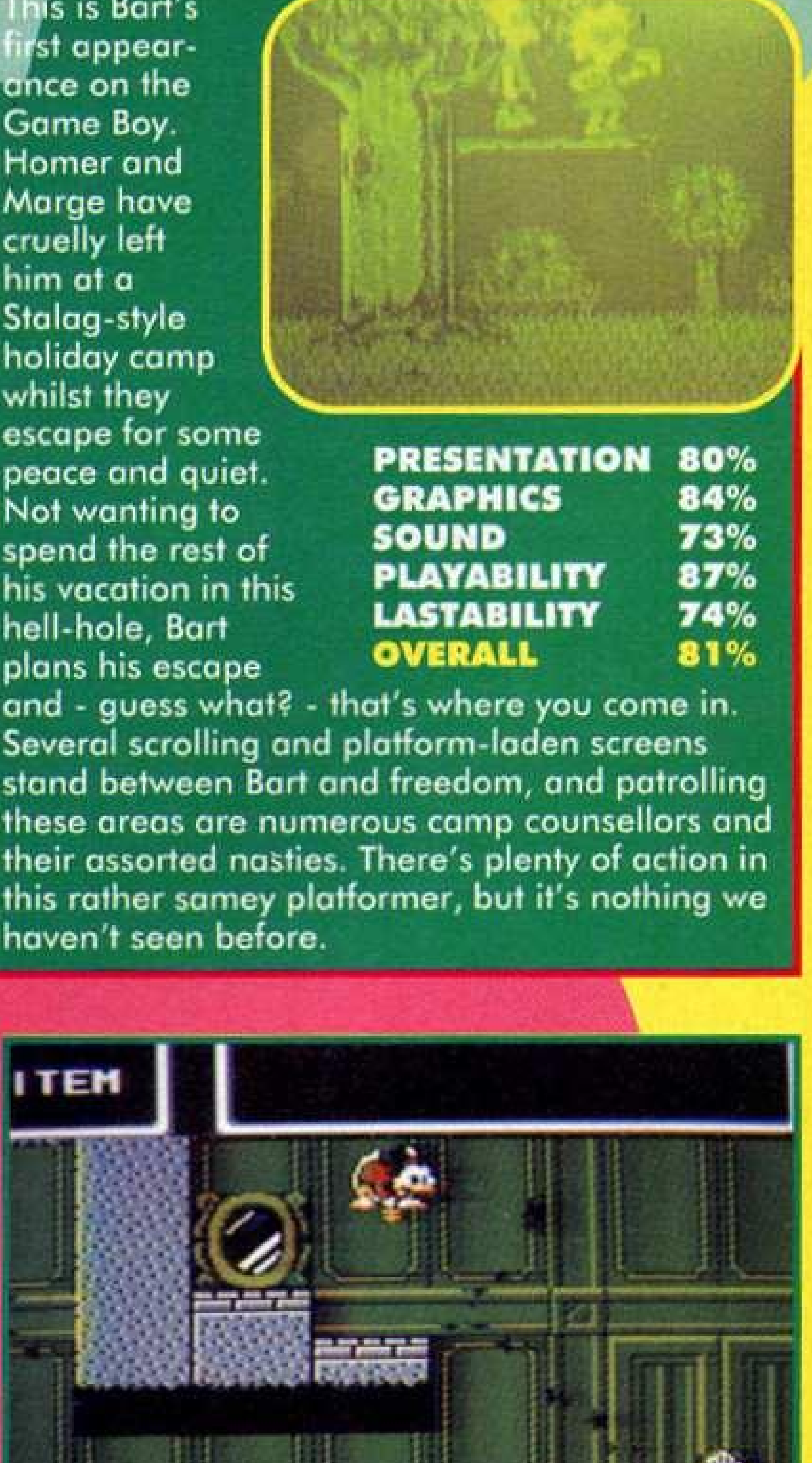
RESENTATION	**60%**
GRAPHICS	**63%**
SOUND	**56%**
LASTABILITY	**32%**
PLAYABILITY	**40%**
OVERALL	**35%**

DUCK TALES

BY CAPCOM
MACHINE:NES
£39.95
MACHINE:GAME BOY
£24.99

An absolutely stunning game to look at, Duck Tales is let down by its virtually nonexistent lasting appeal. As you marvel at the game's amazing graphics it's hard not to be impressed, but actually playing it is a different kettle of fish. Controlling Scrooge McDuck, you have been sent out to retrieve his fortune which has been scattered across a series of themed stages. Using a pogo stick device to get around, there's plenty of platform-based action - but, sadly, not enough of it. The lack of such lasting appeal is a real pity, as everything else in Duck Tales is excellent. Both the NES and Game Boy versions suffer the same problems.

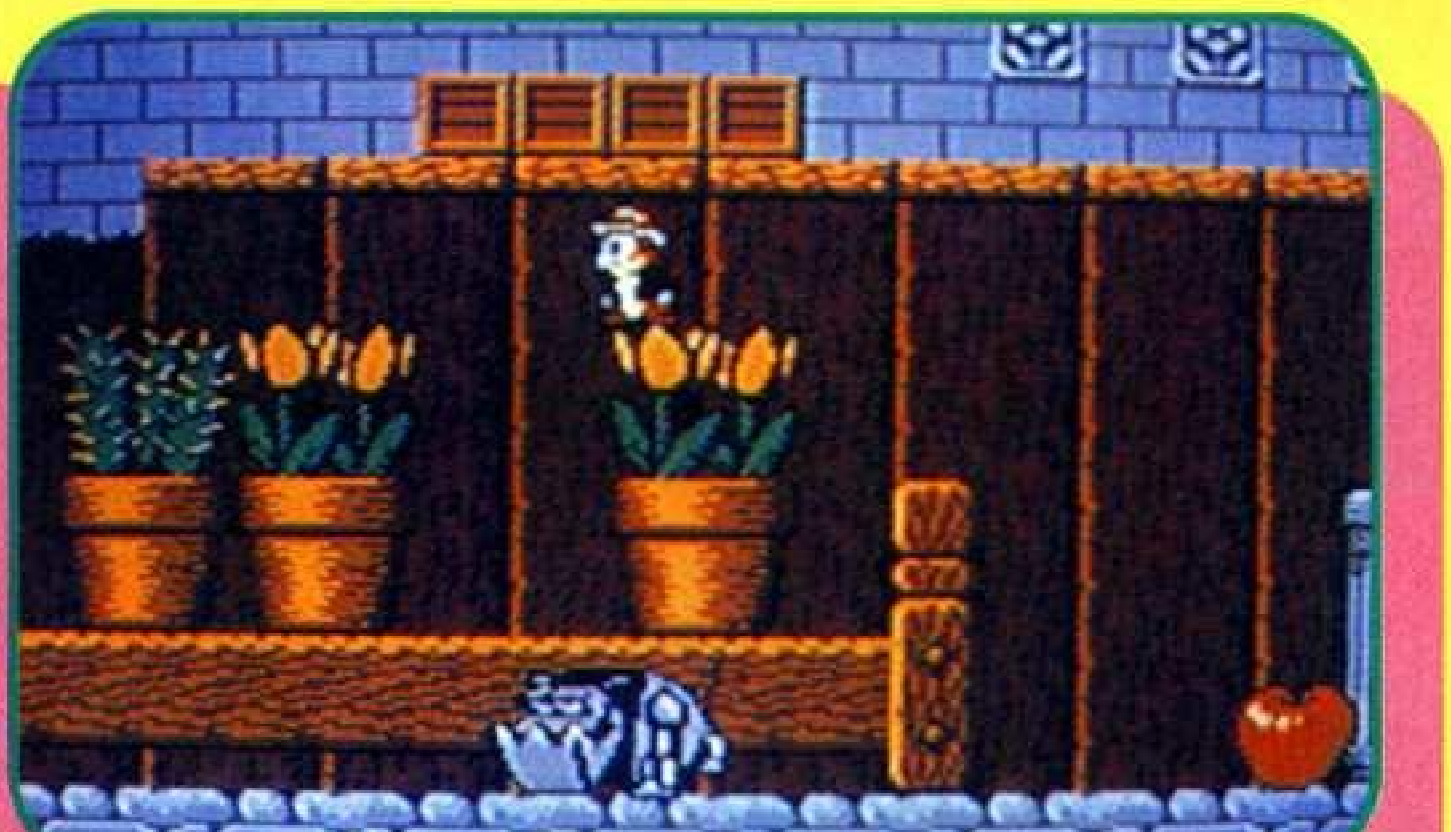
PRESENTATION	**84%**
GRAPHICS	**86%**
SOUND	**80%**
PLAYABILITY	**76%**
LASTABILITY	**45%**
OVERALL	**65%**



CARTOONS

Steve Merrett and Radion Automatic delve into their capacious Nintendo software sack and come up with yet another particular game style to unveil and rate before your very eyes. So if you're sitting comfortably, Uncles Steve and Rad are here to explore every crevice of all the best cartoon licences...

YLES

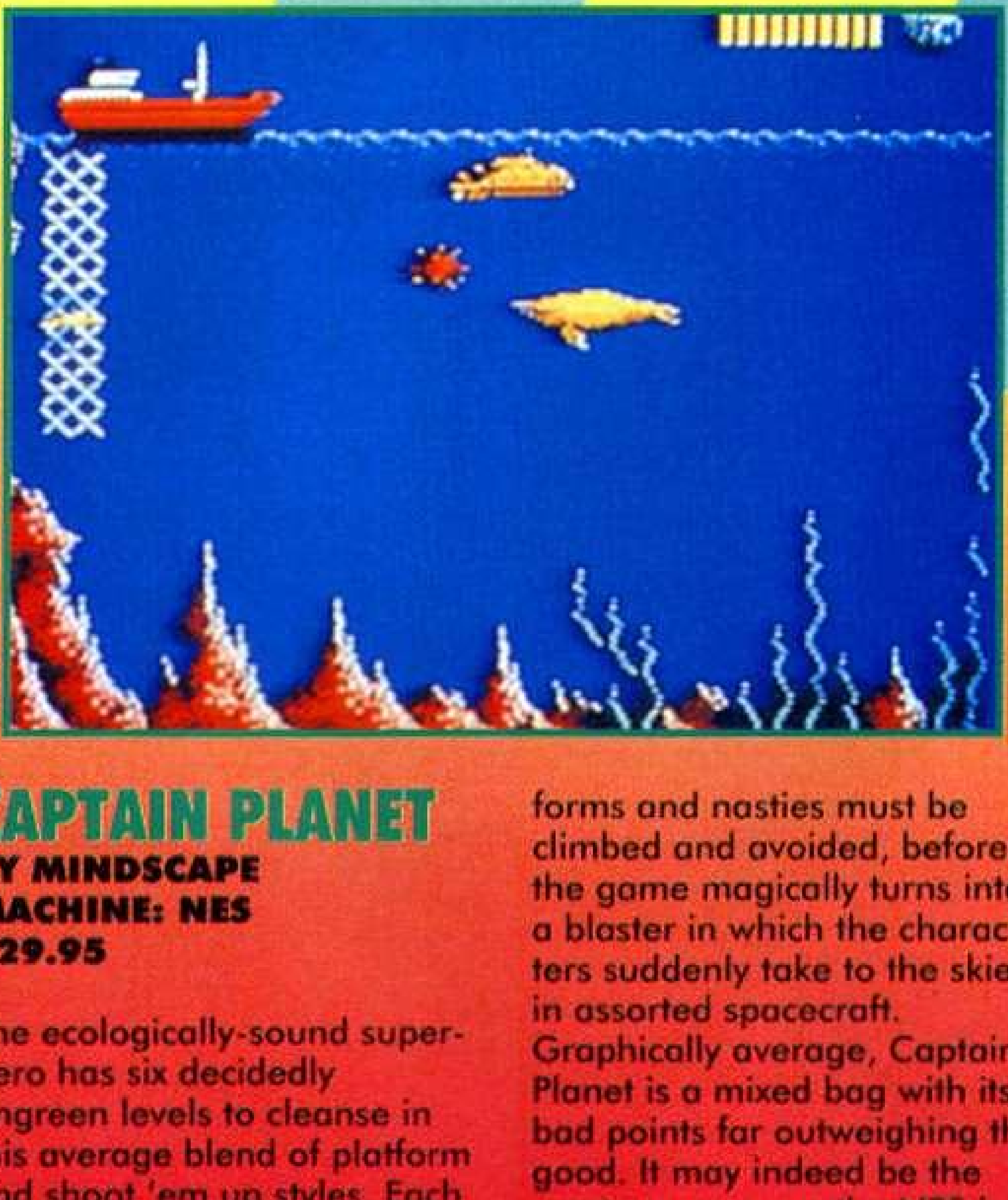


RESCUE RANGERS

BY CAPCOM
MACHINE: NES
£39.95

Programmed by those ace Street Fighters, Capcom, Rescue Rangers is a smart adaptation of Chip'n'Dale's TV antics. Playable as a one or two-player challenge, Rescue Rangers is a brilliant platform challenge which follows the two heroes as they scour the scrolling levels in search of Gadget who has been whisked away by Fat Cat. To aid them in their mission, several of Gadget's... well, gadgets, have been left and these prove instrumental in her release and fending off attacks from the game's many energy-sapping critters. With instantly recognisable sprites and a large, interesting quest, Rescue Rangers is well worth a look.

PRESENTATION	**85%**
GRAPHICS	**90%**
SOUND	**81%**
PLAYABILITY	**90%**
LASTABILITY	**84%**
OVERALL	**87%**



CAPTAIN PLANET

BY MINDSCAPE
MACHINE: NES
£29.95

The ecologically-sound superhero has six decidedly ungreen levels to cleanse in this average blend of platform and shoot 'em up styles. Each of the levels features one of the good Captain's good buddies as they work their way across land and sea in an attempt to thwart the pollution plans of one of several arch-baddies. Armed with, amongst other things, the power of love (barf!) and other such niceties, a number of platforms and nasties must be climbed and avoided, before the game magically turns into a blaster in which the characters suddenly take to the skies in assorted spacecraft. Graphically average, Captain Planet is a mixed bag with its bad points far outweighing the good. It may indeed be the most green game the NES has ever seen, but it can't stop it from being a mite tedious.

PRESENTATION	**59%**
GRAPHICS	**57%**
SOUND	**60%**
PLAYABILITY	**65%**
LASTABILITY	**51%**
OVERALL	**56%**

POPEYE

BY NINTENDO
MACHINE: NES
£29.95

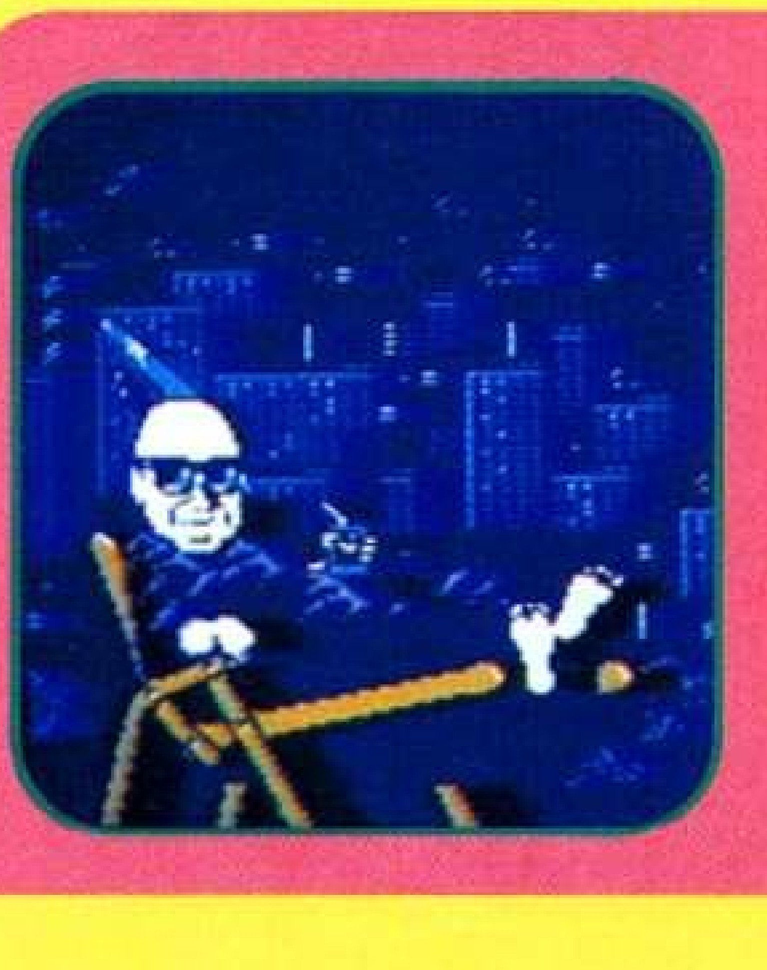
A conversion of the age-old coin-op, Popeye is a strange but playable mixture of the platform and beat 'em up genres. However, as the action revolves around a trio of screens, the game's lasting appeal is virtually nonexistent and this renders Popeye a dubious buy. The action follows Popeye's attempts to rescue Olive from Brutus, and he scurries from ledge to ledge, collecting the hearts his beloved drops from her distant prison. In the meantime, Brutus is in hot pursuit and only Spinach could possibly save the day. The little gameplay that's in Popeye is, in fact, excellent, with loads of bonuses and all the old favourites, such as the Sea Hag and Olive Oyl, making cameo appearances - but there's just not enough to sustain interest. Worth picking up if you see it cheap, though.

PRESENTATION	**68%**
GRAPHICS	**70%**
SOUND	**55%**
PLAYABILITY	**72%**
LASTABILITY	**49%**
OVERALL	**67%**

FESTER'S QUEST

BY NINTENDO
MACHINE: NES
£29.95

Kooky old Uncle Fester isn't half as frightening as the prospect of spending money on this turgid bore. Recruited to save the world, Fester traipses around several scrolling levels in search of items to aid his quest. However, such is the sedate pace at which Fester's Quest plays, there's little to goad you into wanting to save the planet. Graphically indistinct and dull to play, the only redeeming factor in this second rate Addams Family spin-off is the groovy remix of the famous theme tune. If you are an ardent fan of all things Addams, stick to the Ocean game instead.



PRESENTATION	**46%**
GRAPHICS	**42%**
SOUND	**39%**
PLAYABILITY	**63%**
LASTABILITY	**47%**
OVERALL	**57%**

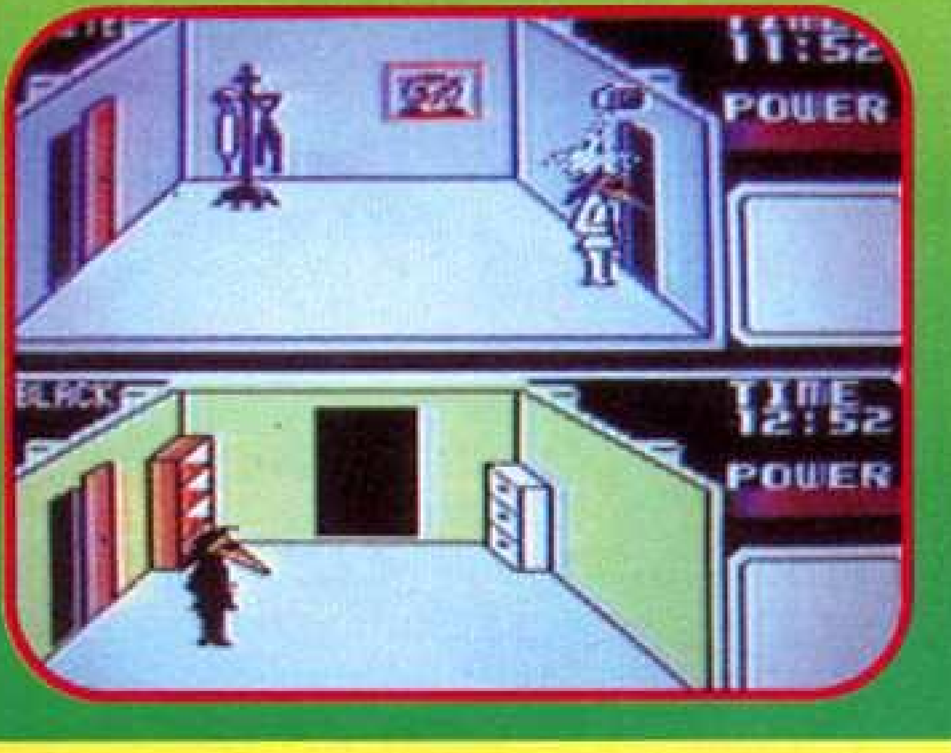
GAME STYLES

CARTOONS

SPY VS SPY

BY NINTENDO
MACHINE: NES
£29.95

The binary adventures of MAD's black and white spies dates way back to 1984, but the game still seems fresh and enjoyable. Quite easily one of the best two-player games ever, Spy Vs Spy sets the two arch-enemies against each other within a small building as they search for assorted secret documents. Each spy is armed with a series of traps (spring-loaded boxing gloves and electrically-charged buckets of water, for example) and these are left around the building's many cupboards and doorways for your opponent to stumble into or defuse. As these dangerous shenanigans unfold, the documents are then collected and the winner exits via a handy plane. Spy Vs Spy is a true classic and warrants an immediate purchase - but be sure to get your mates around, too.



PRESENTATION	**83%**
GRAPHICS	**86%**
SOUND	**70%**
PLAYABILITY	**88%**
LASTABILITY	**81%**
OVERALL	**84%**

TEENAGE MUTANT HERO TURTLES

BY KONAMI
MACHINE: NES
£29.95

Yes, they may have been superseded by The Toxic Avengers and the Killer Tomatoes in the fashion stakes, but this is still one of the NES' finest arcade/adventures. Donning the half-shell of any one of the four Ninja/Hero Turtles, your task is to run, jump, and kick your way to where the evil Shredder is holding the captured April O' Neill. Turtles is no great shakes in terms of appearance, but its play area is large and there's plenty to fight and explore. Each of the Turtles may be summoned into action at any point, and feature different fighting abilities - although they all seem to perform pretty much the same in terms of speed and skill. Bearing in mind that Donatello, Raphael and Co are now as unhip as Andy McVittie's tank top collection. You may find a copy of the game in a bargain bucket - if so, snap it up.

PRESENTATION	**75%**
GRAPHICS	**80%**
SOUND	**73%**
PLAYABILITY	**83%**
LASTABILITY	**78%**
OVERALL	**80%**

SNOOPY'S MAGIC SHOW

BY NINTENDO
MACHINE: GAME BOY
£24.99

Snoopy's Magic Show proves quite a challenge - due in part to the many puzzles which are littered throughout the predominantly platform-based action. Snoopy and his chums are ideally suited to the Game Boy's black and white display, and the assorted sprites look identical to their comic strip relatives. The actual platform part of the game is a little slow and becomes tedious, but the puzzles set for Charlie Brown's Beagle more than make up for this. There's nothing astounding to really set it apart from the multitude of other platform games on the Gameboy, but Snoopy is still quite interesting.

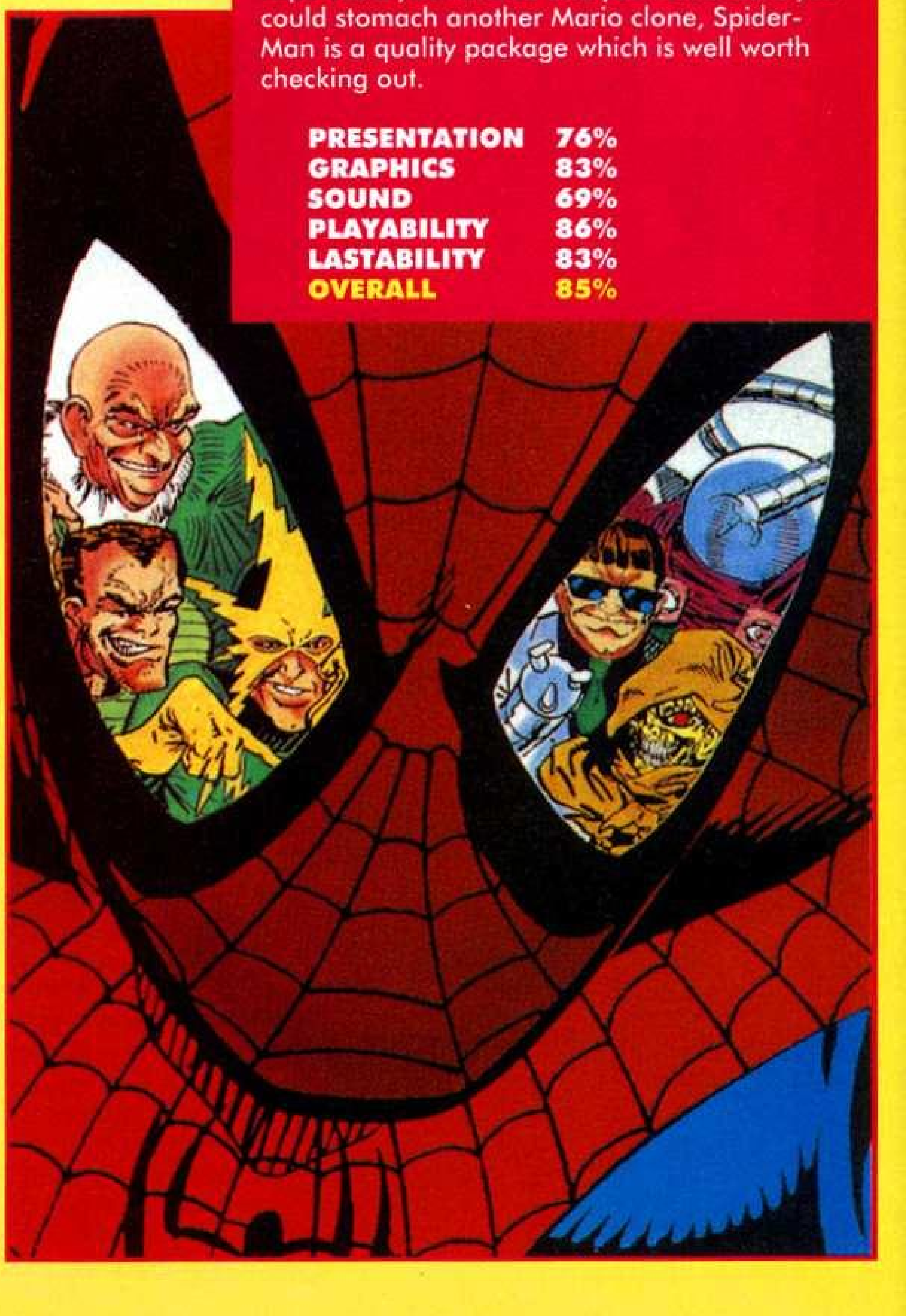
PRESENTATION	**73%**
GRAPHICS	**82%**
SOUND	**68%**
PLAYABILITY	**85%**
LASTABILITY	**80%**
OVERALL	**82%**

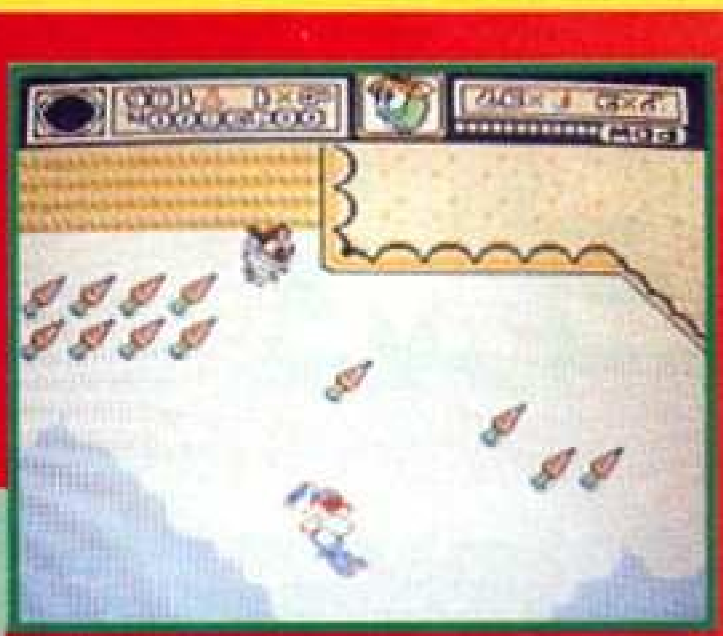
SPIDERMAN

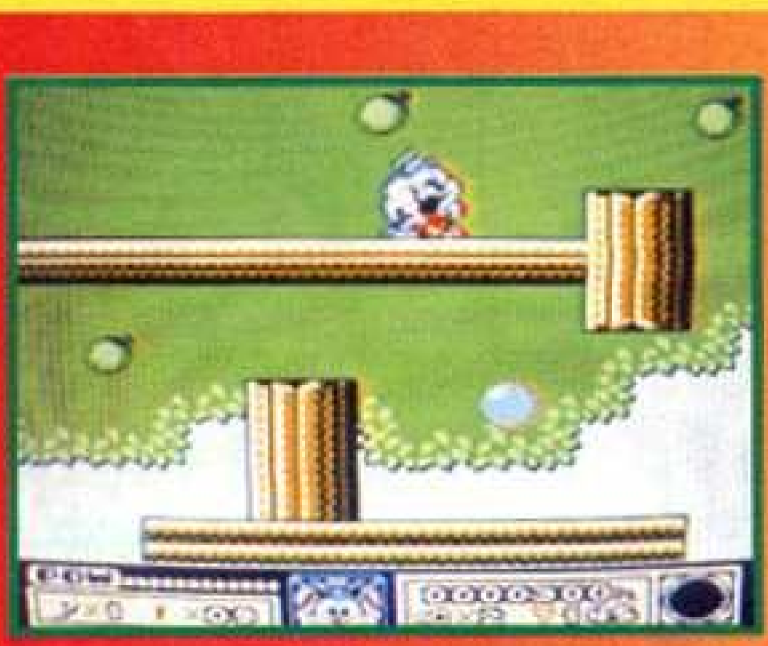
BY ACCLAIM
MACHINE: GAME BOY
£24.99

Spider-Man is still quite impressive despite its age. The sprites are large and very detailed, closely resembling their cartoon counterparts. All your favourite Spider enemies are here - Rhino, Doctor Octopus, Scorpion - each using their unique powers to do away with Spidey. Although there is, as you would expect from a Spider-Man game, something of a platform element to this cart, the emphasis is really on beating the living daylights out of all and sundry which lends it more of a Marvel Comics feel than other Spider-Man games. If cartoon capers are your choice and you're not sure you could stomach another Mario clone, Spider-Man is a quality package which is well worth checking out.

PRESENTATION	**76%**
GRAPHICS	**83%**
SOUND	**69%**
PLAYABILITY	**86%**
LASTABILITY	**83%**
OVERALL	**85%**







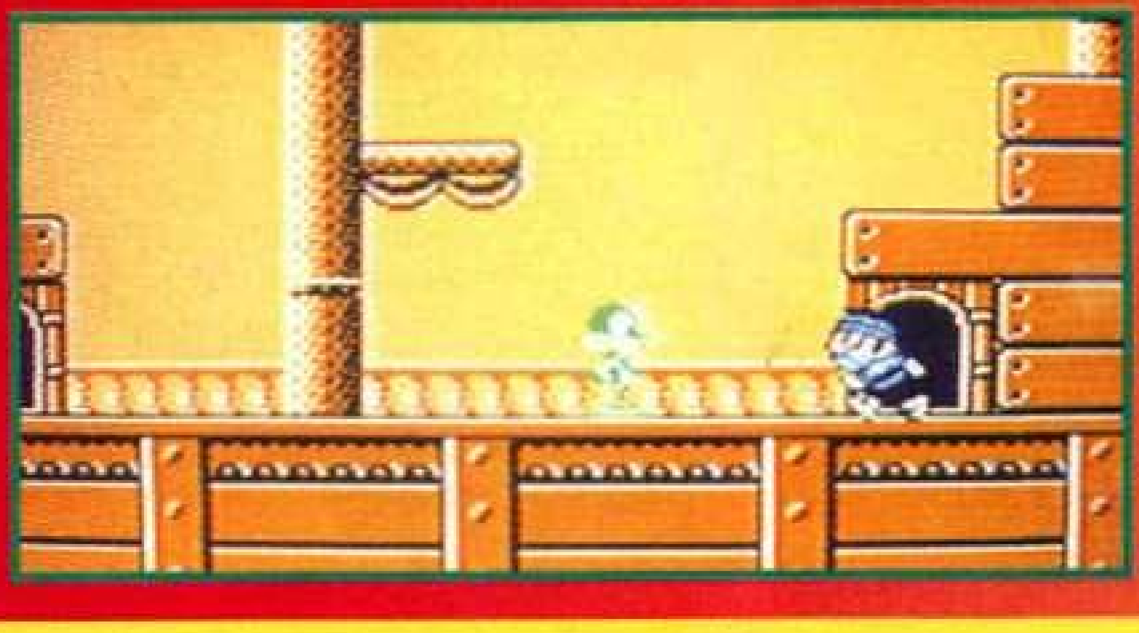
PRESENTATION	**90%**
GRAPHICS	**94%**
SOUND	**86%**
PLAYABILITY	**90%**
LASTABILITY	**88%**
OVERALL	**89%**

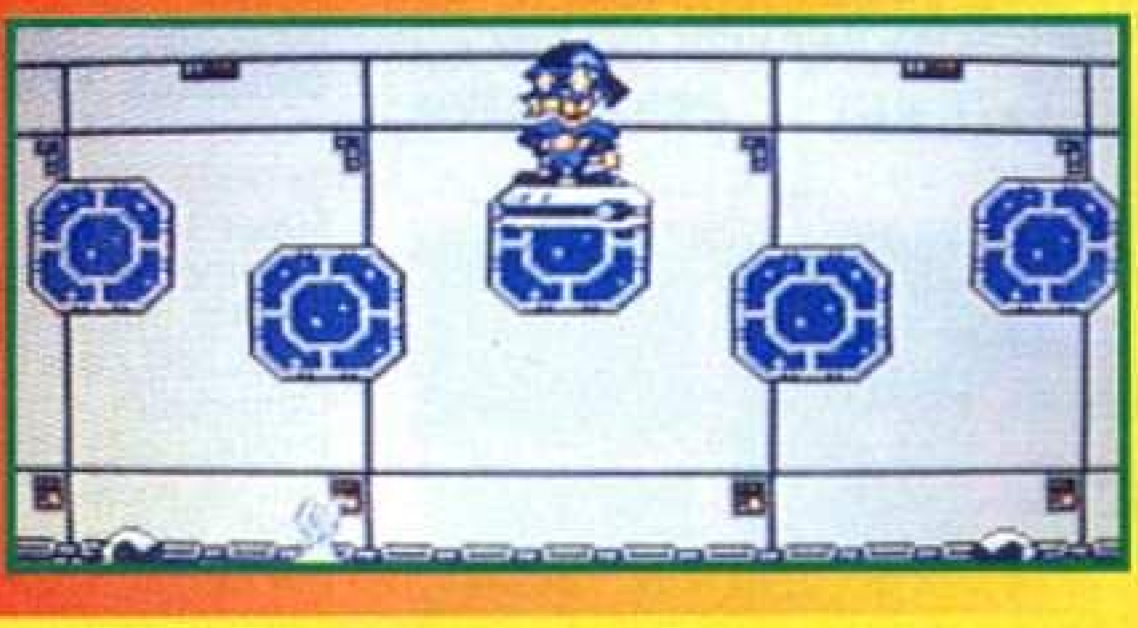
TINY TOON ADVENTURES

BY NINTENDO
MACHINE: NES
£39.99

KONAMI®
TINY TOON
Adventures
TM
PUSH START
TM & © 1991 Warner Bros. Inc.

Pretty much identical to the Game Boy version, NES Tiny Toons benefits from the addition of colour. Taz and Co may not be as well defined as a result, but, generally, this is an excellent cart. When compared to the likes of Duck Tales, this scores extremely favourably both in terms of graphics and lasting appeal - the latter of which is particularly commendable. An excellent NES cartridge, and a worthwhile buy.





TMNT: FALL OF THE FOOT CLAN

BY KONAMI
MACHINE: GAME BOY
£24.99

Although the Turtles have had their fifteen minutes of fame, the Konami games live on. This title stunned Game Boy owners when it first came out thanks to its large and detailed sprites. These are similarly complemented by the fine gameplay, which has its feet planted in beat 'em up territory rather than the expected platform larks. If you think you could survive the humiliation of going into a shop and actually asking for a Turtles game, it could be worth a go, although it has been superseded by the sequel, the imaginatively-named TMNT 2: BACK FROM THE SEWER.

PRESENTATION	**88%**
GRAPHICS	**87%**
SOUND	**76%**
PLAYABILITY	**91%**
LASTABILITY	**88%**
OVERALL	**90%**

TMNT II: BACK FROM THE SEWER

BY KONAMI
MACHINE: GAME BOY
£24.99...

Call the fashion police! Those Turtles are back again to batter your cred in this horizontally-scrolling beat 'em up. Sadly, the sequel is almost identical to the original game, with a decent proportion of the same enemies back for another beating! Although the gameplay has been tweaked slightly and sampled speech has been thrown in, the improvements aren't that great. Sure, huge, clear sprites make the game look awfully tempting, but if you own the original, steer well away from this.

PRESENTATION	**76%**
GRAPHICS	**74%**
SOUND	**80%**
PLAYABILITY	**86%**
LASTABILITY	**73%**
OVERALL	**80%**

TINY TOON ADVENTURES

BY NINTENDO
MACHINE: GAME BOY
£24.99

If the idea of yet another platform-based licence fills you dread, fear not - Tiny Toons is a platformer which actually tries something different. Toons offers a choice of characters to play as, each with their own special ability (Taz's Super Spin, for example). Each level is easier to complete using a certain character, and this adds a slight strategic element. The graphics are atmospheric and capture the mood and spirit of the cartoon well, but what really sets it apart from the crowd is the high difficulty setting. It's not easy to come across a challenging Game Boy platform cart, especially one which has as many clever tricks and interesting features as this. Young or inexperienced gamers might find the going a bit too tough, but platform experts should relish this title.

PRESENTATION	**91%**
GRAPHICS	**92%**
SOUND	**87%**
PLAYABILITY	**90%**
LASTABILITY	**88%**
OVERALL	**89%**

NINTENDO MAGAZINE SYSTEM
GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADDAMS FAMILY
Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.
OVERALL 71%

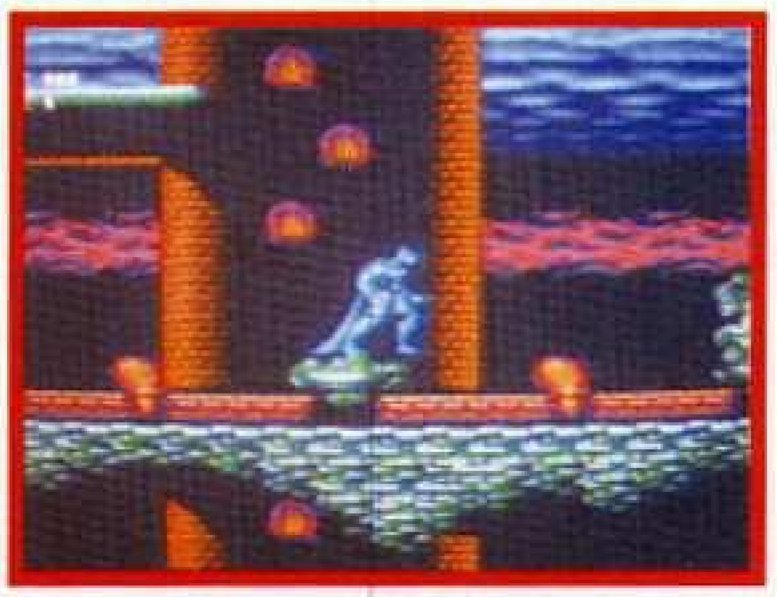
ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.
OVERALL 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.
OVERALL:OVERALL 74%

AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.
OVERALL 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.
OVERALL 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly.
OVERALL 74%



BATMAN
The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is super-hero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.
OVERALL 92%

BATMAN II: RETURN OF THE JOKER
Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.
OVERALL 78%

BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.
OVERALL 79%

BATTLETOADS
Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!
OVERALL 91%

BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.
OVERALL 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.
OVERALL 79%

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.
OVERALL 81%

BLACK MANTA
A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.
OVERALL 80%

BLADES OF STEEL
Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.
OVERALL 85%

BLASTER MASTER
Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!
OVERALL 91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL 40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL 88%

BOULDERDASH
Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.
OVERALL 90%

A BOY AND HIS BLOB
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!
OVERALL 91%

BUBBLE BOBBLE
Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.
OVERALL 89%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
The 50-year-old cartoon rabbit crops up on the Nintendo in a game where he must collect tons of carrots and traverse platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.
OVERALL 35%

BURAI FIGHTER
It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players,

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although the majority of you should find this to be a decent blaster well worth considering.
OVERALL 79%

CALIFORNIA GAMES
Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.
OVERALL 91%

CAPTAIN PLANET
Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.
OVERALL 56%

CAPTAIN SKYHAWK
Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.
OVERALL 90%

CASTLEVANIA
Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audiovisuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.
OVERALL 80%

CLU-CLU LAND
One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.
OVERALL 62%

COBRA TRIANGLE
Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.
OVERALL 94%

CRACKOUT
Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.
OVERALL:OVERALL 21%

DAYS OF THUNDER
Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.
OVERALL 39%

DEFENDER OF THE CROWN
Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.
OVERALL 59%

DIGGER T ROCK
At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.
OVERALL 89%

DONKEY KONG
Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.
OVERALL 45%

DONKEY KONG JUNIOR
Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.
OVERALL 46%

DOUBLE DRAGON
Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.
OVERALL 75%

DOUBLE DRAGON II
Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.
OVERALL 84%

DOUBLE DRAGON III
Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.
OVERALL 65%

DOUBLE DRIBBLE
Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.
OVERALL 70%

DRAGON'S LAIR
Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.
OVERALL 21%

DR MARIO
Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.
OVERALL 88%

DUCK HUNT
There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.
OVERALL 57%

DUCK TALES
Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!
OVERALL 90%

ELITE
Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.
OVERALL 91%

EMPIRE STRIKES BACK
Impressive introductions, digitised graphics and crisp samples do not a smart game make. Empire Strikes back is a less than impressive sequel to the marvellous Star Wars which is flawed by monotonous gameplay, unthreatening bosses and a low challenge level that soon brings on the boredom. A pretty but disappointing follow up that is only ever average at best.
OVERALL 69%

EXCITEBIKE
Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.
OVERALL 84%

FERRARI GRAND PRIX CHALLENGE
If driving a top Formula One racer around the World's best tracks is your bag, steer clear this item at all costs. However, if jerky 3-D update and wildly unresponsive handling is what gets you up on a cold morning this definitely for you. Avoid you fools, avoid.
OVERALL 21%

FESTER'S QUEST
The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.
OVERALL 58%

FAXANADU
Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.
OVERALL:OVERALL 79%

FOUR-PLAYER TENNIS
Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.
OVERALL:OVERALL 85%

GALAXY 5000
Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-

notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.
OVERALL 91%

GAUNTLET II
Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.
OVERALL 90%

GHOSTBUSTERS II
Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.
OVERALL 57%

GHOSTS 'N' GOBLINS
Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.
OVERALL 55%

GOAL!
The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.
OVERALL 33%

GODZILLA
What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:OVERALL 41%

GOLF
As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.
OVERALL 76%

GRADIUS
Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!
OVERALL 90%

GREMLINS II
Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.
OVERALL 87%

GUMSHOE
Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL 68%

GUNSMOKE
There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL 69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL 82%

HOGAN'S ALLEY
Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL 60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL 62%

THE HUNT FOR RED OCTOBER
The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.
OVERALL 64%

HYPER SOCCER
A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.
OVERALL:OVERALL 62%

ICE CLIMBER
Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.
OVERALL 58%

IKARI WARRIORS
Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.
OVERALL 48%

IRONSWORD
This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.
OVERALL 77%

ISOLATED WARRIOR
Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.
OVERALL 80%

KICK OFF
Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.
OVERALL 36%

KABUKI
Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.
OVERALL 90%

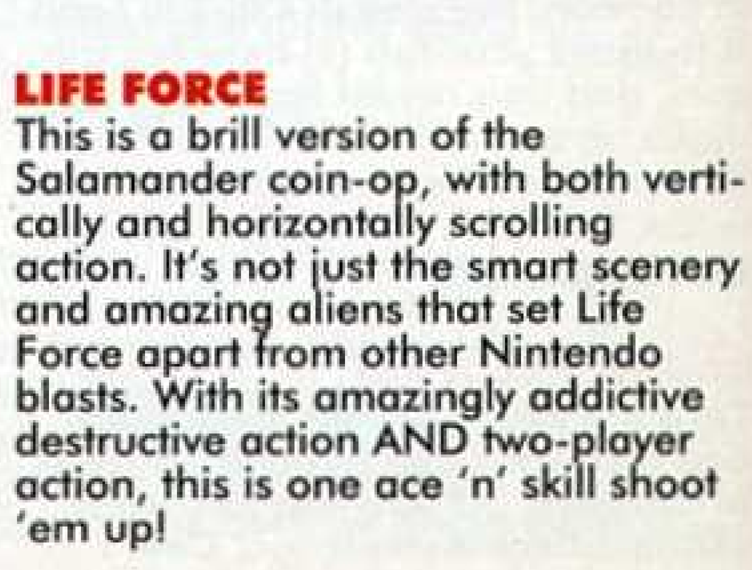
KID ICARUS
It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.
OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU
Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!
OVERALL 93%

JACK NICKLAUS GOLF
The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!
OVERALL 48%

KICKLE CUBICLE
This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL 72%

KUNG-FU
This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.
OVERALL 72%



LIFE FORCE
This is a brill version of the Salamander coin-op, with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!

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OVERALL 92%

LEGEND OF ZELDA
This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.
OVERALL 86%

LITTLE NEMO
Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.
OVERALL:OVERALL 79%

LOW-G MAN
Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.
OVERALL 84%

LUNAR POOL
An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.
OVERALL:OVERALL 75%

MACH RIDER
This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.
OVERALL 36%

MANIAC MANSION
Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a bum rap.
OVERALL 89%

MARBLE MADNESS
In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.
OVERALL 85%

MARIO BROTHERS
In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.
OVERALL 83%

MEGAMAN
It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.
OVERALL 92%

MEGAMAN II
The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.
OVERALL 93%

METAL GEAR
Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.
OVERALL 52%

METROID
Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.
OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!!
With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...
OVERALL 94%

MISSION: IMPOSSIBLE
This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.
OVERALL 86%

NEW ZEALAND STORY
Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.
OVERALL 79%

NINTENDO WORLD CUP
There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.
OVERALL 33%

PAPERBOY
Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!
OVERALL 30%

PINBALL
This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.
OVERALL 45%

PINBOT
Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!
OVERALL 90%

POPEYE
This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.
OVERALL 67%

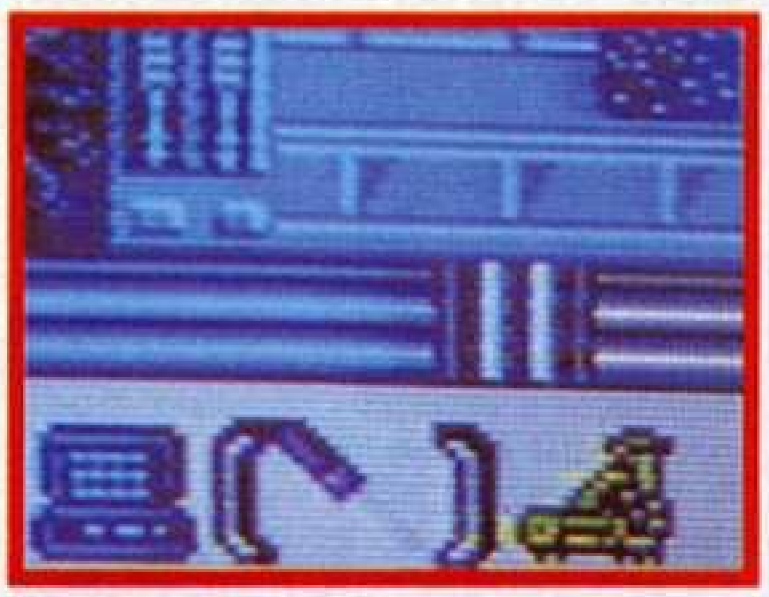
POWERBLADE
It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.
OVERALL 88%

PRINCE OF PERSIA
Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages.
OVERALL 87%

PROBOTECTOR
Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.
OVERALL 81%

PRO WRESTLING
Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.
OVERALL 45%

RAD RACER
This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.
OVERALL 80%



RAD GRAVITY
Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL 82%

RAINBOW ISLANDS
Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL 67%

RC PRO-AM
RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!
OVERALL 90%

RESCUE
Based on the French computer

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game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.
OVERALL 41%

RESCUE RANGERS
Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL 88%

ROAD BLASTERS
If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL 48%

ROAD FIGHTER
Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.
OVERALL 9%

ROBOCOP
The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.
OVERALL 60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.
OVERALL 76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL 76%

ROBO WARRIOR
An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.
OVERALL 51%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.
OVERALL 83%

RYGAR
The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL 70%

SECTION Z
If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL 46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL 84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.
OVERALL 26%

SHADOW WARRIOR
Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

00869540
START?

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

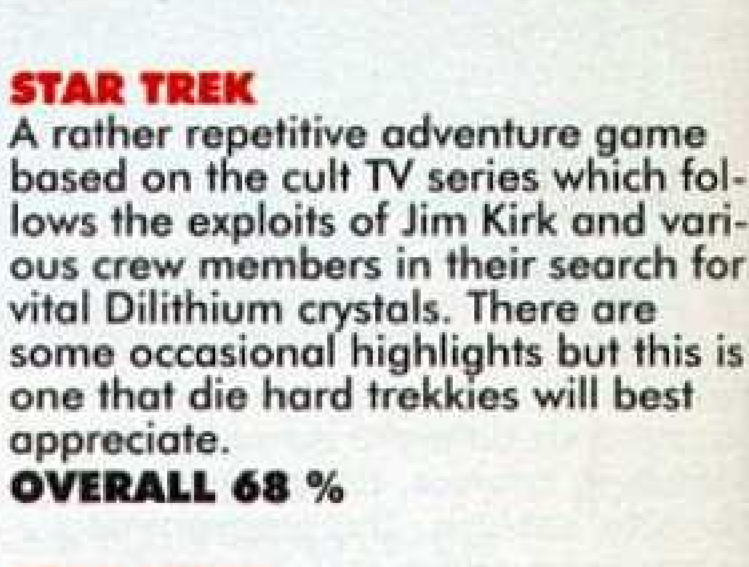
SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%



STAR TREK
A rather repetitive adventure game based on the cult TV series which follows the exploits of Jim Kirk and various crew members in their search for vital Dilithium crystals. There are some occasional highlights but this is one that die hard trekkies will best appreciate.
OVERALL 68 %

STAR WARS
A brilliant game which follows the plot of the film very closely through a whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games-of-the-film around.
OVERALL 95%

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STEALTH ATF

A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.

OVERALL 54%

SUPER MARIO BROTHERS

Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.

OVERALL 95%

SUPER MARIO BROTHERS II

This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.

OVERALL 96%

SUPER MARIO BROTHERS III

Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.

OVERALL 98%

SUPER OFF-ROAD

Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.

OVERALL 81%

SUPER SPIKE VOLLEYBALL

Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.

OVERALL 83%

STAR WARS

One of the greatest sci-fi movies EVER hits the Nintendo in a truly spectacular fashion! Star Wars features many different game styles (3D blasting, platform and scrolling blasting action) each depicting a scene from the movie. Although the price tag is very high (50.00), Star Wars remains the best thing since Mario III.

OVERALL 95%

SWORDS AND SERPENTS

Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.

OVERALL:OVERALL 81%

TEENAGE MUTANT HERO TURTLES

Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.

OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME

Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.

OVERALL 64%

TENNIS

The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

OVERALL 75%

TEN-YARD FIGHT

A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.

OVERALL 76%

T2
TERMINATOR 2
JUDGMENT DAY

TERMINATOR II

One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.

OVERALL 72%

TETRIS

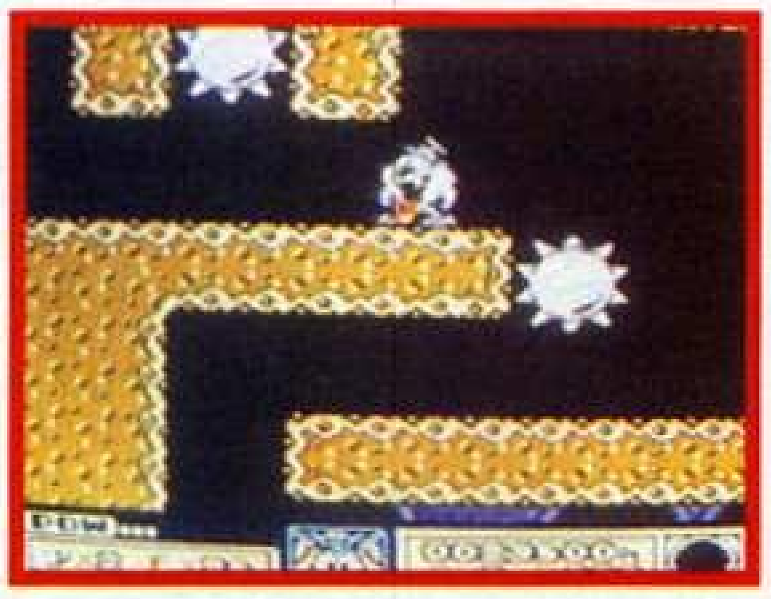
This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.

OVERALL 91%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL 65%



TINY TUNES

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.

OVERALL 86%

TIME LORD

This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.

OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available. What a waste...

OVERALL 78%

TOP GUN

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL 79%

TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.

OVERALL 90%

TROG

Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator III) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.

OVERALL 70%

TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for

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example, and the Megaman series.
OVERALL 72%

WORLD WRESTLING
This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.
OVERALL 84%

WRECKING CREW
The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!
OVERALL 81%

WWF SUPERSTARS OF WRESTLING
Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL 80%

XEVIOUS
The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL 65%

ZELDA II: ADVENTURE OF LINK
This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try.
OVERALL 94%

GAME BOY

ALLEYWAY
A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.
OVERALL 27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.
OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.
OVERALL 85%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL 75%

BATMAN
With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.
OVERALL 91%

BATTLETOADS
Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have.
OVERALL 90%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.
OVERALL 82%

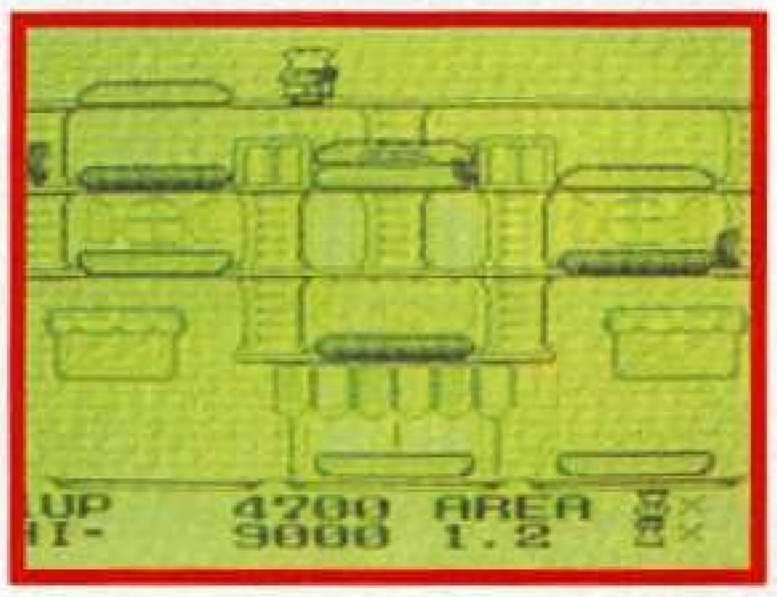
BOULDERDASH
Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.
OVERALL 90%

BOXXLE
Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.
OVERALL 83%

BUBBLE BOBBLE
Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!
OVERALL 90%

BUBBLE GHOST
This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.
OVERALL 81%

BURAI FIGHTER DELUXE
Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.
OVERALL 83%



BURGERTIME DELUXE
Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.
OVERALL 78%

CASTLEVANIA
Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.
OVERALL 79%

CHASE HQ
Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.
OVERALL 42%

CHESSMASTER
This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.
OVERALL 96%

CHOPLIFTER II
Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!
OVERALL 92%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.
OVERALL 83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL 88%

DR MARIO
Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.
OVERALL 87%

DUCK TALES
Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.
OVERALL 78%

DYNA BLASTER
This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great

value.
OVERALL 88%

F1 RACE
The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.
OVERALL 88%

FERRARI
Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a day or so's play out of this.
OVERALL 37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL 41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL 80%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.
OVERALL 80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.
OVERALL 88%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.
OVERALL 81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL 88%

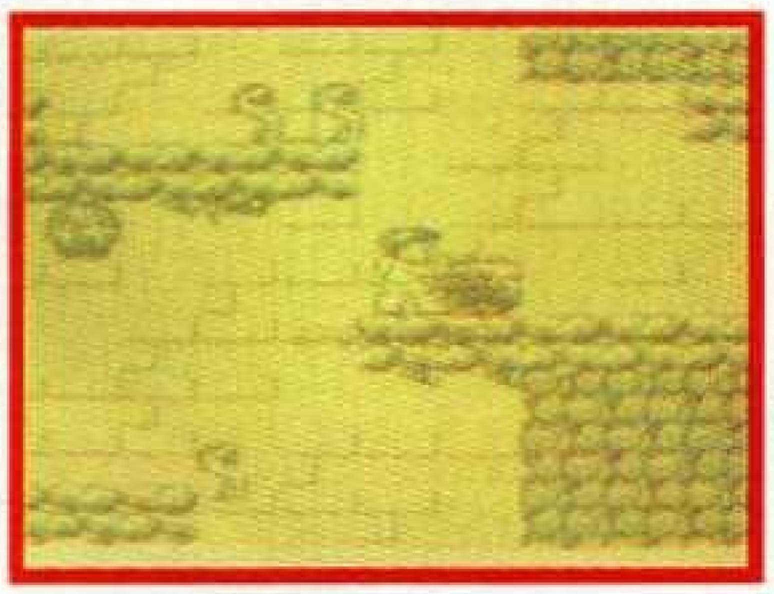
GREMLINS II
Once more it's platforms a go-go with Gremlins II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL 80%

HOME ALONE
Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!
OVERALL 38%

HOOK
In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.
OVERALL 66%

HUNT FOR RED OCTOBER
In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.
OVERALL 92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!
OVERALL 71%



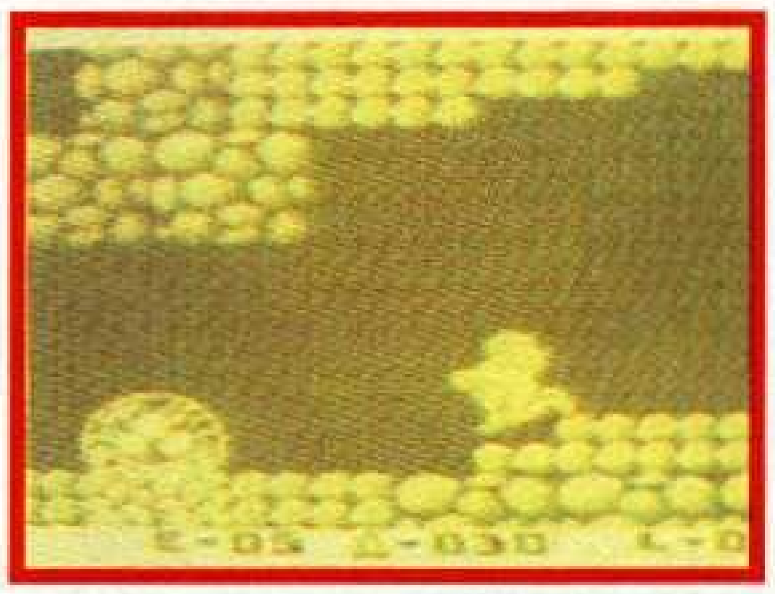
KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL 71%

KUNG-FU MASTER
This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.
OVERALL 17%

KWIRK
This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.
OVERALL 85%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.
OVERALL 87%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL62%



METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL 81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL 76%

MR DO!
Adopt the mantle of Mr Do and run around a Boulerdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL 86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look.
OVERALL 80%

NEMESIS
A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL 88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.
OVERALL 31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL 89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.
OVERALL 80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.
OVERALL 67%

PARASOL STARS
A competent conversion of the the cute 'n' cuddly coin-op and the second of Bub and Bob's adventures to have made it onto the Gameboy. Guide Bub through a series of platform-based levels dispatching the daft looking baddies with deft swipes from his brolly of doom. The gameplay is marred slightly by poor collision detection and it is, sadly, only a one-player game. Otherwise Parasol Stars is a worthy contender.
OVERALL 81%

PINBALL
Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.
OVERALL 79%

PRINCE OF PERSIA
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.
OVERALL 92%

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QUARTH
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.
OVERALL 90%

QIX
Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.
OVERALL 81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL 64%

RESCUE OF PRINCESS BLOBETTE
NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.
OVERALL 68%

REVENGE OF THE 'GATOR
At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.
OVERALL 91%

ROBOCOP
This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.
OVERALL 72%

R-TYPE
The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.
OVERALL 82%

SIDE POCKET
Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL 73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)
Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.
OVERALL 81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.
OVERALL 89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL 84%

SOLAR STRIKER
After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL 69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.
OVERALL 82%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL 85%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite's deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.
OVERALL 81%

SUPER KICK OFF
The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.
OVERALL 93%

SUPER MARIO LAND
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.
OVERALL 90%

SUPER MARIO LAND II
A hugely impressive sequel to the Gameboy original that sees our hirsute hero in yet another quest to rescue Daisy from Bowser's evil clutches. The game is bigger and better in every way but unfortunately the average difficulty level and save game option conspire to rob this otherwise stunning game of any long term lastability. A must-buy for ardent platform fans, but wise use of the continue facility is recommended to prolong the challenge.
OVERALL 87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.
OVERALL 87%

TEENAGE MUTANT NINJA TURTLES
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II
It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.
OVERALL 85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.
OVERALL 86%

TERMINATOR 2
As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.
OVERALL 90%

TETRIS
Free with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.
OVERALL 95%

TRACK MEET
This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.
OVERALL 75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL 59%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.
OVERALL 78%

WWF SUPERSTARS
Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.
OVERALL 85%

SUPER NES

CONTRA SPIRITS
The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!
OVERALL 95%

DEATH VALLEY RALLY
Why the powers that be decided to make a platform game out of this licence remains a mystery to us at NMS. But here it is and what a sad effort. Smooth, detailed animation and humourous, cartoon-esque interludes are undermined by unresponsive handling and droning tunes which soon have you reaching for the off switch. What a great title this could have been, what a disappointment it is.
OVERALL 39%

FINAL FIGHT
Capcom have a reputation for pro-

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ducing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.
OVERALL 92%

SCORE
PLAYER
ENEMY
BLOCK
TIME

F-ZERO
This is one of Nintendo's flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.
OVERALL 90%

KING ARTHUR'S WORLD
A truly inspired title that, at first, resembles a kind of mediaeval Lemmings. There the similarity ends and the game soon reveals itself as a superior strategy/platform adventure with the player taking charge of King Art and his multi-talented minions. The sprites are small but very well detailed and the tunes are thumpin' throughout. A topper game indeed.
OVERALL 92%

LEMMINGS
Save those brainless, suicide-motivated Lemmings from an death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.
OVERALL 92%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.
OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.
OVERALL 90%

RIVAL TURF
Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.
OVERALL 48%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.
OVERALL 93%

SPINDIZZY WORLDS
An original and thoroughly absorbing exploration game that casts the player as a spinning top no less! No end of level bosses or baddies to blast but the game doesn't suffer from this. An addictive title that taxes your mental agility and tests your reflexes to the maximum. Massive in size and challenge. Don't miss it.
OVERALL 90%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.
OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players.
OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.
OVERALL 94%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.
OVERALL 98%

SUPER MARIO KART
Not particularly outstanding on your own, but with two players this racing game is outstanding. Featuring brilliant graphics and a variety of different play modes, this definitely worth checking out.
OVERALL 92%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.
OVERALL 82%

SUPER SOCCER
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.
OVERALL 79%

SUPER TENNIS
The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!
OVERALL 94%

TKO SUPER CHAMPIONSHIP BOXING
A two-player boxing simulation that will doubtlessly leave fans of the sport gasping with disappointment. The game lacks all the major elements that make boxing the sport it is, speed skill and stategy to name but three. A poor, punch drunk effort by any standard.
OVERALL 36%

UN SQUADRON
Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.
OVERALL 94%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.
OVERALL 95%

SYSTEM SHUTDOWN

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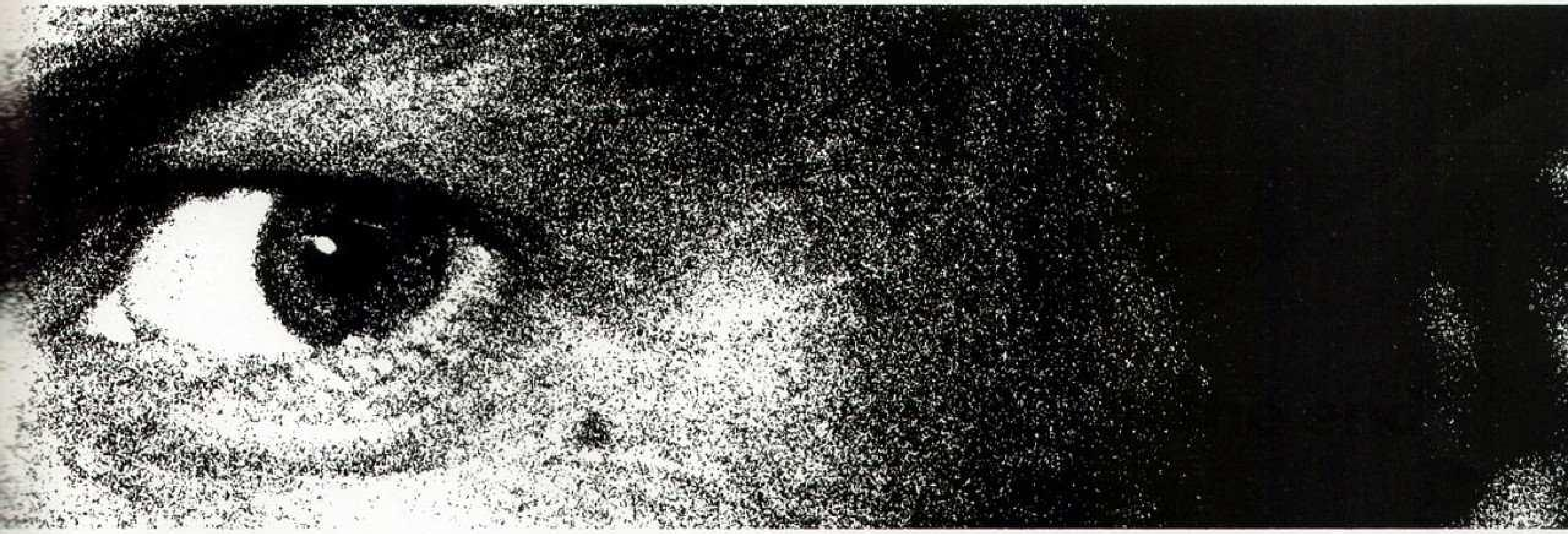

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93% Mean Machines

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The Sun

"Superb playability"
Mean Machines

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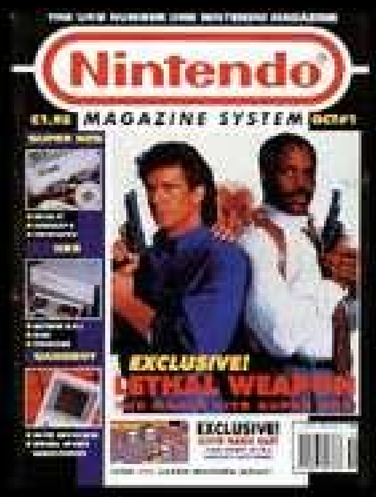

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